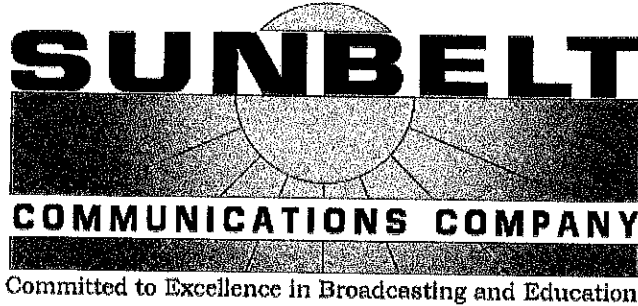


KVBC - Las Vegas
KARNV - Reno
KENV - Elko
KBJN - Ely
KYMA - Yuma
KPVI - Pocatello
KFXP - Pocatello



KJWY - Jackson
KTVH - Helena
KBBJ - Havre
KBAO - Lewistown
KXTF - Twin Falls
KCWY - Casper
KCHY - Cheyenne
KWNV - Winnemucca

MANAGER'S CERTIFICATION

I, Lisa Howfield, certify that I have reviewed the contents of the Children's Programming Report for station KVBC for the quarter ending March 31, 2008. I certify that all information contained in this report is accurate to the best of my knowledge and a copy of the report is simultaneously being placed in the station's Children's Public File. Furthermore, I certify that a copy of this Children's report along with this certification has been filed in Las Vegas for recordkeeping purposes.

Signed:

Lisa Howfield

Date:

April 10, 2008



Children's Television Online Filing System

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Submission Confirmation

Confirmation Number 85778
Call Sign KVBC
Filing Quarter Date 03/31/2008
Filing Date 04/08/2008

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Federal Communications Commission
Washington, DC 20554Approved by OMB
3060-0754

FCC 398

Children's Television Programming Report

Report reflects information for the filing period ending: 03/31/2008

Call Sign	Channel Number	City	State	County	ZIP Code
KVBC	3 (analog) 3 (digital)	Las Vegas	NV	Clark	89101
Licensee Name					
Valley Broadcasting Company					
Network Affiliation		Nickel DMA	Licensee World Wide Web Home Page Address (if applicable)		
Network NBC		Las Vegas	www.kvbc.com		
Facility ID	Previous Call Sign (if applicable)	License Renewal Expiration Date			
69677		10/01/2006			

Analog Core Programming

State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).

3.5 hours

3. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673? Y
- (b) Identify publishers who were sent information in 3(a):

Tribune Media Services, Glen Falls, NY * TV Guide, Radnor, PA * TitanTV (on-line listing) * FYI Television, Grand Prairie, TX * Video Viewing Inc. (VVI), Little Rock, AR * TV Media Inc., Ottawa, Ontario

4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Analog Core Program #1	Origination
3-2-1 Penguins!	NETWORK
Regular Schedule	Total Times Aired at Regularly Scheduled Time
Saturdays at 9:30AM	13
Length of Program	Number of Pre-emptions
30 minutes	0
	Age of Target Audience
	From To
	4 years 8 years
	E.I. Symbol Used As Required
	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

Title of Analog Core Program #2	Origination
Veggie Tales	NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	11	2	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2

Pre-emption #1

Date Preempted: Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 3:00PM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Pre-emption

SPORTS

Pre-emption #2

Date Preempted: Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

3/1/08

3/2/08 at 3:00PM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Pre-emption

SPORTS

Title of Actual Core Program #1

Jane and the Dragon

Origination

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 10:30AM

11

2

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2

Pre-emption #1

Date Preempted: Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08 1/6/08 at 3:30PM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption: SPORTS

Preemption #2

Date Preempted Episode # If rescheduled, date and time reschedule Is the rescheduled date the second home?

3/1/08 3/2/08 at 3:30PM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption: SPORTS

Title of Analog Core Program #3

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:00PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From To
4 years 8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #1

Date Preempted Episode # If rescheduled, date and time reschedule Is the rescheduled date the second home?

1/5/08 1/6/08 at 10:30AM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption: SPORTS

Title of Analog Core Program #3

Origination

Dragon

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:30PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From To
4 years 8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #4

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Analog Core Program #6

My Friend Rabbit

Origination

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:00PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From
4 yearsTo
8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #1

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 11:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Analog Core Program #7

Jack Hanna's Animal Adventures

Origination

SYNDICATED

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:30PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From
13 yearsTo
16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #1

Date Preempted Episode #

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 12:00PM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming (see 47 C.F.R. §73.671). Complete chart below for each additional such educational and informational program.

Title of Analog Non-Core Program #1

Origination

Animal Rescue

S

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:30AM

13

0

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Does the program have educating and informing children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?

Y

Description of Program

"Animal Rescue" serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and information about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values.

Date and Time Aired (if preempted and rescheduled)

Title of Analog Non-Core Program #2

Origination

Jack Hanna's Animal Adventures (2nd run)

S

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:00AM

3

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Does the program have educating and informing children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?

Y

Description of Program

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Date and Time Aired (if preempted and rescheduled)

Aired at 4:00AM on 1/5, 2/2, 2/16.

Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

[There are no analog sponsored core program broadcast reports.]

[There are no analog sponsored core program detail reports.]

Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. 3.5 hours
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel? Y
- (c) If Yes to 7(b), the Licensee certifies that the representative and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream. Y
- If No to 7(c), submit as an Exhibit a Statement of Explanation.
8. (a) State the average number of hours per week of live or live-audited digital video programming broadcast by the station on other than its main program stream. 168 hours
- (b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671. 3 hours
9. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673? Y
- (b) Identify publishers who were sent information in 9(a):

Tribune Media Services, Glen Falls, NY * TV Guide, Radnor, PA * TitanTV (on-line listing) * FYI Television, Grand Prairie, TX * Video Viewing Inc. (VVI), Little Rock, AR * TV Media Inc., Ottawa, Ontario

10. Complete the following for each program that occurred during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Digital Core Program (1)		Origination	
Weather Plus University		NETWORK	
Regular Schedule	Total Times Aired in Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	13		
Length of Program	Age of Target Audience		E-I Symbol Used As Required
30 minutes	From	To	
	13 years	16 years	Y

Describe the educational and informational objectives of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program (2)		Origination	
Weather Plus University		NETWORK	
Regular Schedule	Total Times Aired in Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 12:00PM	13		
Length of Program	Age of Target Audience		E-I Symbol Used As Required
	From	To	

30 minutes

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #3

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 2:00PM

13

Length of Program

Age of Target Audience

L/E Symbol Used As Required

From

To

30 minutes

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #4

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Sundays at 10:00AM

13

Length of Program

Age of Target Audience

L/E Symbol Used As Required

From

To

30 minutes

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program #5

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Sundays at 12:00PM

13

Length of Program

Age of Target Audience

L/E Symbol Used As Required

From

To

30 minutes

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather

events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Digital Core Program(s)

Weather Plus University

Origination

NETWORK

Regular Schedule

Sundays at 2:00PM

Total Times Aired in Regularly Scheduled Time

13

Number of Preemptions

Length of Program

30 minutes

Age of Target Audience

From

13 years

To

16 years

E-I Symbol Used As Required

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

11. Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?

Y

If "No," submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the next three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming, see 47 C.F.R. § 17.671. Complete chart below for each additional such educational and information program.

[There are no digital non-core program reports.]

Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. § 17.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

[There are no digital sponsored core program broadcast reports.]

[There are no digital sponsored core program detail reports.]

Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program(s)

3-2-1 Penguins

Origination

NETWORK

Regular Schedule

Saturdays at 9:30AM

Total Times to be Aired

13

Length of Program

30 minutes

Age of Target Audience

From

4 years

To

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #1

Veggie Tales

Origination

NETWORK

Regular Schedule

Saturdays at 10:00AM

Total Times to be Aired

12

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #2

Jane and the Dragon

Origination

NETWORK

Regular Schedule

Saturdays at 10:30AM

Total Times to be Aired

12

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #3

Jacob Two-Two

Origination

NETWORK

Regular Schedule

Saturdays at 3:00PM

Total Times to be Aired

11

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program - 5

Origination

Dragon

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 3:30PM

12

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program - 6

Origination

My Friend Rabbit

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 4:00PM

12

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program - 7

Origination

Jack Hanna's Animal Adventures

SYNDICATED

Regular Schedule

Total Times to be Aired

Saturdays at 4:30PM

12

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-

social values within an environmentally responsible universe. This program will air on KVBC analog and main digital program stream simultaneously.

Title of Planned Core Program #8

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:00AM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #9

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 12:00PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #10

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 2:00PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #11

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 10:00AM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #12

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 12:00PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

Title of Planned Core Program #13

Origination

Weather Plus University

NETWORK

Regular Schedule

Total Times to be Aired

Sundays at 2:00PM

13

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Weather Plus U. is a program available on the Station's digital multicast NBC Weather Plus channel. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.

15. Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. §73.3526(c)(1)(ii)?

Y

Identify the licensee's children's programming liaison

Name

Telephone Number

Sue Ellen Martinez

702-657-3251

Address:

E-mail Address:

1500 Foremaster Lane

smartinez@kvbc.com

City:

State:

ZIP Code:

Las Vegas

NV

89101

13. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. (See 47 C.F.R. § 73.671, NOTICES 1 and 2.)

KVBC's public file lists public service announcements designed specifically for children. *** KVBC also posts the Children's programming information on its website at www.kvbc.com as well as provides a link to NBC's, The More You Know Website. *** "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. *** KVBC as part of their community outreach also provides station studio tours to local youth groups. *** KVBC attempts to schedule additional episodes of Jack Hanna's Animal Adventures and Animal Rescue during core and non-core hours when time is available. These programs target children ages 13 to 16. ***

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 316g)(1), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee:

Signature:

Valley Broadcasting Company

Date:

4/08/2008





Children's Television Online Filing System

[FCC](#) > [Media Bureau](#) > KidVid > Confirmation

[site map](#)

Submission Confirmation

Confirmation Number 85779
Call Sign KVVV
Filing Quarter Date 03/31/2008
Filing Date 04/08/2008

Please send comments via standard mail to the Federal Communications Commission, Consumer and Governmental Affairs Bureau, 445 12th Street, S.W., Washington, D.C., 20554. Questions can also be answered by calling the FCC's National Call Center, toll free, at 1-888-Call FCC (1-888-225-5322).

Federal Communications Commission
445 12th Street SW
Washington, DC 20554
[More FCC Contact Information...](#)

Phone: 1-888-CALL-FCC (1-888-225-5322)
TTY: 1-888-TELL-FCC (1-888-835-5322)
Fax: 1-866-418-0232
E-mail: fccinfo@fcc.gov

- [Privacy Policy](#)
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Federal Communications Commission
Washington, DC 20554Approved by OMB
3060-0754

FCC 398

Children's Television Programming Report

Report reflects information for the filing period ending: 03/31/2008

Call Sign	Channel Number	City	State	Community of License	ZIP Code
KVNV	3 (analog) (digital)	Ely	NV	Whitepine	89315

Licensee Name

Valley Broadcasting Company

Network Affiliation

Nickelodeon

Licensee World Wide Web Home Page Address (if applicable)

Network
NBC

Salt Lake City

www.kvbc.com

Facility ID

Provide Call Sign (if applicable)

License Renewal Expiration Date

86537

KBJN

10/01/2006

Analog Core Programming

State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(e).

3.5 hours

3. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.672?
- (b) Identify publishers who were sent information in 2007.

Y

Tribune Media Services, Glen Falls, NY * TV Guide, Radnor, PA * TitanTV (on-line listing) * FYI Television, Grand Prairie, TX * Video Viewing Inc. (VVI), Little Rock, AR * TV Media Inc., Ottawa, Ontario

4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Analog Core Program #1	Origination
3-2-1 Penguins!	NETWORK
Regular Schedule	Total Times Aired in Regularly Scheduled Time
Saturdays at 9:30AM	13
Length of Program	Number of Pre-emptions
30 minutes	0
	Age of Target Audience
	From To
	4 years 8 years
	ET Symbol Used As Required
	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

Title of Analog Core Program #2

Veggie Tales

Origination

NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:00AM	11	2	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2
Pre-emption #1		
Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
1/5/08	1/6/08 at 3:00PM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	

Pre-emption #2		
Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
3/1/08	3/2/08 at 3:00PM	Y
If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?		Y
Reason for Pre-emption	SPORTS	

Title of Ancillary Core Program #3	Origination
Jane and the Dragon	NETWORK

Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays at 10:30AM	11	2	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
30 minutes	From	To	
	4 years	8 years	Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

Total Times Aired	Number of Pre-emptions for other than Breaking News	Number of Pre-emptions Rescheduled
13	2	2
Pre-emption #1		

Date Preempted Episode #	If rescheduled, date and time reschedule	Is the rescheduled date the second home?
--------------------------	--	--

1/5/08 1/6/08 at 3:30PM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption SPORTS

Preemption #2

Date Preempted (Episode #) If rescheduled, date and time reschedule Is the rescheduled date the second home?

3/1/08 3/2/08 at 3:30PM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption SPORTS

Title of Analog Core Program (1)

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:00PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From To
4 years 8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #3

Date Preempted (Episode #) If rescheduled, date and time reschedule Is the rescheduled date the second home?

1/5/08 1/6/08 at 10:30AM Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time? Y

Reason for Preemption SPORTS

Title of Analog Core Program (4)

Origination

Dragon

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 3:30PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From To
4 years 8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Total Times Aired

Number of Preemptions for other than Breaking News

Number of Preemptions Rescheduled

13

1

1

Preemption #1

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 11:00AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Analog Core Program #6

Origination

My Friend Rabbit

NETWORK

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:00PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From

To

4 years

8 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Total Times Aired

Number of Pre-emptions for other than Breaking News

Number of Pre-emptions Rescheduled

13

1

1

Preemption #1

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 11:30AM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Title of Analog Core Program #7

Origination

Jack Hanna's Animal Adventures

SYNDICATED

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:30PM

12

1

Length of Program

Age of Target Audience

E/I Symbol Used As Required

30 minutes

From

To

13 years

16 years

Y

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Total Times Aired

Number of Pre-emptions for other than Breaking News

Number of Pre-emptions Rescheduled

13

1

1

Preemption #1

Date Preempted (Episode #)

If rescheduled, date and time reschedule

Is the rescheduled date the second home?

1/5/08

1/6/08 at 12:00PM

Y

If rescheduled, were promotional efforts made to notify the public of rescheduled date and time?

Y

Reason for Preemption

SPORTS

Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational program.

Title of Aired Non-Core Program #1

Origination

Animal Rescue

S

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:30AM

13

0

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Does the program have educational and informational children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.672?

Y

Description of Program

"Animal Rescue" serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and information about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values.

Date and Time Aired (if preempted and rescheduled)

Title of Aired Non-Core Program #2

Origination

Jack Hanna's Animal Adventures (2nd run)

S

Regular Schedule

Total Times Aired at Regularly Scheduled Time

Number of Pre-emptions

Saturdays at 4:00AM

3

Length of Program

Age of Target Audience

30 minutes

From

To

13 years

16 years

Does the program have educational and informational children ages 16 and under as a significant purpose?

Y

If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?

Y

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.672?

Y

Description of Program

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Date and Time Aired (if preempted and rescheduled)

Aired at 4:00AM on 1/5, 2/2, 2/16.

Sponsored Core Programming

6. List Core Programs, if any, aired by other entities that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

[There are no analog sponsored core program broadcast reports.]

[There are no analog sponsored core program detail reports.]

Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. hours
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?
- (c) If Yes to 7(b), the Licensee certifies that the representation and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream.
If No to 7(c), submit a written Statement of Explanation.
8. (a) State the average number of hours per week of Core on-the-air digital video programming broadcast by the station on other than its main program stream. hours
- (b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671. hours
9. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.671?
(b) Identify publishers who receive such information in 9(a).
10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.
[There are no digital core program reports.]
11. Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?
If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.
[There are no digital non-core program reports.]

Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.
- [There are no digital sponsored core program broadcast reports.]*
- [There are no digital sponsored core program detail reports.]*

Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program:

Origination:

3-2-1 Penguins

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 9:30AM

13

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

Title of Planned Core Program #2

Origination

Veggie Tales

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:00AM

12

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

VEGGIETALES and LARRYBOY STORIES are shows that draw upon characters from two stories and use both long and short form material to provide social-emotional messages to children. VEGGIETALES, narrated by animated veggies, Bob the Tomato and Larry the Cucumber, teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories. LARRYBOY STORIES is about a young cucumber-janitor named Larry from the Daily Bumble who assumes a superhero persona to fight crimes and save lives, bringing peace and safety to the small town of Bumblyburg. In doing so, Larry takes us through adventures where he and his viewers learn core values of honesty, friendship, respect for others, forgiveness, and love for all through social-emotional messages embedded within the story.

Title of Planned Core Program #3

Origination

Jane and the Dragon

NETWORK

Regular Schedule

Total Times to be Aired

Saturdays at 10:30AM

12

Length of Program

Age of Target Audience

30 minutes

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming

JANE AND THE DRAGON is a coming-of-age story about a middle class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

Title of Planned Core Program #4

Origination

Jacob Two-Two

NETWORK

Regular Schedule

Saturdays at 3:00PM

Total Times to be Aired

11

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

Title of Planned Core Program 33

Dragon

Origination

NETWORK

Regular Schedule

Saturdays at 3:30PM

Total Times to be Aired

12

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

Title of Planned Core Program 36

My Friend Rabbit

Origination

NETWORK

Regular Schedule

Saturdays at 4:00PM

Total Times to be Aired

12

Length of Program

30 minutes

Age of Target Audience

From

To

4 years

8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

Title of Planned Core Program 37

Jack Hanna's Animal Adventures

Origination

SYNDICATED

Regular Schedule

Saturdays at 4:30PM

Total Times to be Aired

12

Length of Program

Age of Target Audience

30 minutes

From
13 yearsTo
16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming:

This live action program is designed to meet the educational and informational needs of children. In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack interacts with people that are knowledgeable about animals and their habitats, and educates as he travels the globe. Each program is designed to reveal the world in a way that presents positive role models and pro-social values within an environmentally responsible universe.

15. Does the licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC Form 398) as required by 47 C.F.R. §73.3526(c)(1)(ii)?

Y

16. Identify the licensee's children's programming liaison.

Name

Telephone Number

Sue Ellen Martinez

702-657-3251

Address

E-mail Address

1500 Foremaster Lane

smartinez@kvbc.com

City

State

ZIP Code

Las Vegas

NV

89101

17. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act or use this space for supplemental explanation. This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of on-air programming to children. See 47 C.F.R. §73.671, NOTES 2 and 3.

KVBC's public file lists public service announcements designed specifically for children. *** KVBC also posts the Children's programming information on its website at www.kvbc.com as well as provides a link to NBC's, The More You Know Website. *** "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. *** KVBC as part of their community outreach also provides station studio tours to local youth groups. *** KVBC attempts to schedule additional episodes of Jack Hanna's Animal Adventures and Animal Rescue during core and non-core hours when time is available. These programs target children ages 13 to 16. ***

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of licensee

Signature

Valley Broadcasting Company

Date

4/08/2008



KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8
CORE PROGRAMMING FOR 1ST QUARTER 2008
(NBC)**

LISTED BY DATE				
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 1	Saturday, January 5	9:30 to 10:00	3-2-1 PENGUINS!	
	Sunday, January 6	10:30 to 11:00	JACOB TWO-TWO	rescheduled from 1/5 due to sports
	Sunday, January 6	11:00 to 11:30	DRAGON	rescheduled from 1/5 due to sports
	Sunday, January 6	11:30 to 12:00	MY FRIEND RABBIT	rescheduled from 1/5 due to sports
	Sunday, January 6	15:00 to 15:30	VEGGIE TALES	rescheduled from 1/5 due to sports
	Sunday, January 6	15:30 to 16:00	JANE & THE DRAGON	rescheduled from 1/5 due to sports

WEEK 2	Saturday, January 12	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, January 12	10:00 to 10:30	VEGGIE TALES	
	Saturday, January 12	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, January 12	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, January 12	15:30 to 16:00	DRAGON	
	Saturday, January 12	16:00 to 16:30	MY FRIEND RABBIT	

KVBC LAS VEGAS

PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8 CORE PROGRAMMING FOR 1ST QUARTER 2008 (NBC)

LISTED BY DATE				
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 3	Saturday, January 19	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, January 19	10:00 to 10:30	VEGGIE TALES	
	Saturday, January 19	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, January 19	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, January 19	15:30 to 16:00	DRAGON	
	Saturday, January 19	16:00 to 16:30	MY FRIEND RABBIT	

WEEK 4	Saturday, January 26	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, January 26	10:00 to 10:30	VEGGIE TALES	
	Saturday, January 26	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, January 26	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, January 26	15:30 to 16:00	DRAGON	
	Saturday, January 26	16:00 to 16:30	MY FRIEND RABBIT	

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8
CORE PROGRAMMING FOR 1ST QUARTER 2008
(NBC)**

LISTED BY DATE				
	AIRDATE	AIRTIME	DURATION	PROGRAM
WEEK 5	Saturday, February 2	9:30 to 10:00	30:00	3-2-1 PENGUINS!
	Saturday, February 2	10:00 to 10:30	30:00	VEGGIE TALES
	Saturday, February 2	10:30 to 11:00	30:00	JANE & THE DRAGON
	Saturday, February 2	15:00 to 15:30	30:00	JACOB TWO-TWO
	Saturday, February 2	15:30 to 16:00	30:00	DRAGON
	Saturday, February 2	16:00 to 16:30	30:00	MY FRIEND RABBIT

WEEK 6	Saturday, February 9	9:30 to 10:00	30:00	3-2-1 PENGUINS!
	Saturday, February 9	10:00 to 10:30	30:00	VEGGIE TALES
	Saturday, February 9	10:30 to 11:00	30:00	JANE & THE DRAGON
	Saturday, February 9	15:00 to 15:30	30:00	JACOB TWO-TWO
	Saturday, February 9	15:30 to 16:00	30:00	DRAGON
	Saturday, February 9	16:00 to 16:30	30:00	MY FRIEND RABBIT

KVBC LAS VEGAS PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8 CORE PROGRAMMING FOR 1ST QUARTER 2008 (NBC)						LISTED BY DATE
	AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES	
WEEK 7	Saturday, February 16	9:30 to 10:00	30:00	3-2-1 PENGUINS!		
	Saturday, February 16	10:00 to 10:30	30:00	VEGGIE TALES		
	Saturday, February 16	10:30 to 11:00	30:00	JANE & THE DRAGON		
	Saturday, February 16	15:00 to 15:30	30:00	JACOB TWO-TWO		
	Saturday, February 16	15:30 to 16:00	30:00	DRAGON		
	Saturday, February 16	16:00 to 16:30	30:00	MY FRIEND RABBIT		
WEEK 8	Saturday, February 23	9:30 to 10:00	30:00	3-2-1 PENGUINS!		
	Saturday, February 23	10:00 to 10:30	30:00	VEGGIE TALES		
	Saturday, February 23	10:30 to 11:00	30:00	JANE & THE DRAGON		
	Saturday, February 23	15:02 to 15:30	28:00	JACOB TWO-TWO	Joined in progress due to NBC Golf overrun.	
	Saturday, February 23	15:30 to 16:00	30:00	DRAGON		
	Saturday, February 23	16:00 to 16:30	30:00	MY FRIEND RABBIT		

KVBC LAS VEGAS

PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8 CORE PROGRAMMING FOR 1ST QUARTER 2008 (NBC)

LISTED BY DATE				
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 9	Saturday, March 1	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, March 1	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, March 1	15:30 to 16:00	DRAGON	
	Saturday, March 1	16:00 to 16:30	MY FRIEND RABBIT	
	Sunday, March 2	15:03 to 15:30	VEGGIE TALES	Rescheduled from 3/1 due to sports. Joined in progress due to NBC Golf overrun.
	Sunday, March 2	15:30 to 16:00	JANE & THE DRAGON	rescheduled from 3/1 due to sports

WEEK 10	Saturday, March 8	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, March 8	10:00 to 10:30	VEGGIE TALES	
	Saturday, March 8	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, March 8	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, March 8	15:30 to 16:00	DRAGON	
	Saturday, March 8	16:00 to 16:30	MY FRIEND RABBIT	

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8
CORE PROGRAMMING FOR 1ST QUARTER 2008
(NBC)**

LISTED BY DATE				
AIRDATE	AIRTIME	DURATION	PROGRAM	NOTES
WEEK 11	Saturday, March 15	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, March 15	10:00 to 10:30	VEGGIE TALES	
	Saturday, March 15	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, March 15	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, March 15	15:30 to 16:00	DRAGON	
	Saturday, March 15	16:00 to 16:30	MY FRIEND RABBIT	

WEEK 12	Saturday, March 22	9:30 to 10:00	3-2-1 PENGUINS!	
	Saturday, March 22	10:00 to 10:30	VEGGIE TALES	
	Saturday, March 22	10:30 to 11:00	JANE & THE DRAGON	
	Saturday, March 22	15:00 to 15:30	JACOB TWO-TWO	
	Saturday, March 22	15:30 to 16:00	DRAGON	
	Saturday, March 22	16:00 to 16:30	MY FRIEND RABBIT	

KVBC LAS VEGAS
PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN BETWEEN 4 AND 8
CORE PROGRAMMING FOR 1ST QUARTER 2008
(NBC)

LISTED BY DATE				
	AIRDATE	AIRTIME	DURATION	PROGRAM
WEEK 13	Saturday, March 29	9:30 to 10:00	30:00	3-2-1 PENGUINS!
	Saturday, March 29	10:00 to 10:30	30:00	VEGGIE TALES
	Saturday, March 29	10:30 to 11:00	30:00	JANE & THE DRAGON
	Saturday, March 29	15:00 to 15:30	30:00	JACOB TWO-TWO
	Saturday, March 29	15:30 to 16:00	30:00	DRAGON
	Saturday, March 29	16:00 to 16:30	30:00	MY FRIEND RABBIT
				NOTES

KVBC LAS VEGAS
PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER
CORE PROGRAMMING FOR 1ST QUARTER 2008
(SYNDICATED)

LISTED BY DATE						
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Sunday, January 6	12:00 to 12:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2268 "On with the Show"	rescheduled from 1/5 due to sports
WEEK 2	Saturday, January 12	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2267 "In the Navy"	
WEEK 3	Saturday, January 19	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2266 "Hot and Cold"	
WEEK 4	Saturday, January 26	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2265 "Down Below"	
WEEK 5	Saturday, February 2	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2285 "For the Love of Animals"	
WEEK 6	Saturday, February 9	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2286 "Entertaining Arks"	
WEEK 7	Saturday, February 16	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2287 "Great African Safaris: Tanzania"	
WEEK 8	Saturday, February 23	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2288 "Ordinary People, Extraordinary Acts"	
WEEK 9	Saturday, March 1	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2264 "Behind the Scenes"	
WEEK 10	Saturday, March 8	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2263 "Bird Land"	

KVBC LAS VEGAS

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER
CORE PROGRAMMING FOR 1ST QUARTER 2008
(SYNDICATED)**

	AIR DATE	AIR TIME	DURATION	PROGRAM	EPISODE	NOTES	LISTED BY DATE
WEEK 11	Saturday, March 15	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2262 "Whale of a Time"		
WEEK 12	Saturday, March 22	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2261 "Big Foot"		
WEEK 13	Saturday, March 29	16:30 to 17:00	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2260 "Creepy Creatures"		

**KVBC LAS VEGAS
NON-CORE PROGRAMMING FOR 1ST QUARTER 2008
(SYNDICATED)**

					LISTED BY DATE	
	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES
WEEK 1	Saturday, January 5	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2281 "What's Up Down Under"	
	Saturday, January 5	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-760	
WEEK 2	Saturday, January 12	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-746	
WEEK 3	Saturday, January 19	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-747	
WEEK 4	Saturday, January 26	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-761	
WEEK 5	Saturday, February 2	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2277 "Where the Bears Are"	
	Saturday, February 2	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-748	
WEEK 6	Saturday, February 9	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-749	
WEEK 7	Saturday, February 16	4:00 to 4:30	30:00	JACK HANNA'S ANIMAL ADVENTURES	EPISODE #2275 "Deadly Snakes in the Grass"	
	Saturday, February 16	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-750	

**KVBC LAS VEGAS
NON-CORE PROGRAMMING FOR 1ST QUARTER 2008
(SYNDICATED)**

	AIRDATE	AIRTIME	DURATION	PROGRAM	EPISODE	NOTES	LISTED BY DATE
WEEK 8	Saturday, February 23	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-762		
WEEK 9	Saturday, March 1	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-751		
WEEK 10	Saturday, March 8	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-752		
WEEK 11	Saturday, March 15	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-755		
WEEK 12	Saturday, March 22	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-763		
WEEK 13	Saturday, March 29	4:30 to 5:00	30:00	ANIMAL RESCUE	EPISODE #A-764		

KVBC LAS VEGAS
PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 4 AND 8

CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2008

3-2-1 PENGUINS! 0930-1000 Saturdays
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/14, 6/21
0800-0830 on Saturday, 6/28

VEGGIE TALES 1000-1030 Saturdays
4/5, 4/12, 4/26, 5/10, 5/17, 5/24, 6/7, 6/14, 6/21
0830-0900 on Saturday, 6/28
1000-1030 on Sunday, 5/4
1500-1530 on Sunday, 6/1
Preempted on 4/19

JANE AND THE DRAGON 1030-1100 Saturdays
4/5, 4/12, 4/26, 5/10, 5/24, 6/7, 6/14, 6/21
1030-1100 on Sunday, 5/4, 5/17
1500-1530 on Sunday, 6/29
1530-1600 on Sunday, 6/1
Preempted on 4/19

JACOB TWO-TWO 1500-1530 Saturdays
4/5, 4/12, 4/19, 4/26, 5/24, 5/31, 6/7, 6/21, 6/28
1000-1030 on Sunday, 5/11, 5/18
Preempted on 5/3, 6/14

DRAGON 1530-1600 Saturdays
4/5, 4/12, 4/19, 4/26, 5/3, 5/17, 5/24, 5/31, 6/7, 6/21, 6/28
1030-1100 on Sunday, 5/11
Preempted on 6/14

MY FRIEND RABBIT 1600-1630 Saturdays
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/21, 6/28
Preempted on 6/14

**KVBC LAS VEGAS
PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 13 AND 16**

CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2008

<u>JACK HANNA'S ANIMAL ADVENTURES</u>	<u>1630-1700</u>	<u>Saturdays</u>
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/21, 6/28		
Preempted on 6/14		

**KVBC LAS VEGAS
NON-CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2008**

<u>ANIMAL RESCUE</u>	<u>0430-0500</u>	<u>Saturdays</u>
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/14, 6/21, 6/28		
Preempted on 6/7		

**KVBC LAS VEGAS
NBC WEATHER PLUS DIGITAL MULTICAST**

**PROGRAMMING THAT IS SPECIFICALLY DESIGNED TO SERVE
THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN BETWEEN 13 AND 16**

CORE PROGRAMMING FORECAST FOR 2nd QUARTER 2008

<u>WEATHER PLUS UNIVERSITY</u>	<u>1000-1030</u>	<u>Saturdays</u>
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/14, 6/21, 6/28		

<u>WEATHER PLUS UNIVERSITY</u>	<u>1200-1230</u>	<u>Saturdays</u>
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/14, 6/21, 6/28		

<u>WEATHER PLUS UNIVERSITY</u>	<u>1400-1430</u>	<u>Saturdays</u>
4/5, 4/12, 4/19, 4/26, 5/3, 5/10, 5/17, 5/24, 5/31, 6/7, 6/14, 6/21, 6/28		

<u>WEATHER PLUS UNIVERSITY</u>	<u>1000-1030</u>	<u>Sundays</u>
4/6, 4/13, 4/20, 4/27, 5/4, 5/11, 5/18, 5/25, 6/1, 6/8, 6/15, 6/22, 6/29		

<u>WEATHER PLUS UNIVERSITY</u>	<u>1200-1230</u>	<u>Sundays</u>
4/6, 4/13, 4/20, 4/27, 5/4, 5/11, 5/18, 5/25, 6/1, 6/8, 6/15, 6/22, 6/29		

<u>WEATHER PLUS UNIVERSITY</u>	<u>1400-1430</u>	<u>Sundays</u>
4/6, 4/13, 4/20, 4/27, 5/4, 5/11, 5/18, 5/25, 6/1, 6/8, 6/15, 6/22, 6/29		

Weather Plus University Episode Grid 2008					
Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 1-08	5-Jan	1p			
Episode 1-08	5-Jan		3p		
Episode 2-08	5-Jan	5p			
Episode 2-08	6-Jan		1p		
Episode 3-08	6-Jan	3p			
Episode 3-08	6-Jan		5p		
Episode 4-08	12-Jan	1p			
Episode 4-08	12-Jan		3p		
Episode 5-08	12-Jan	5p			
Episode 5-08	13-Jan		1p		
Episode 6-08	13-Jan	3p			
Episode 6-08	13-Jan		5p		
Episode 7-08	19-Jan	1p			
Episode 7-08	19-Jan		3p		
Episode 8-08	19-Jan	5p			
Episode 8-08	20-Jan		1p		
Episode 9-08	20-Jan	3p			
Episode 9-08	20-Jan		5p		
Episode 10-08	26-Jan	1p			
Episode 10-08	26-Jan		3p		
Episode 11-08	26-Jan	5p			
Episode 11-08	27-Jan		1p		
Episode 12-08	27-Jan	3p			
Episode 12-08	27-Jan		5p		

Weather Plus University Episode Grid 2008					
Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 13-08	2-Feb	1p			
Episode 13-08	2-Feb		3p		
Episode 14-08	2-Feb	5p			
Episode 14-08	3-Feb		1p		
Episode 15-08	3-Feb	3p			
Episode 15-08	3-Feb		5p		
Episode 16-08	9-Feb	1p			
Episode 16-08	9-Feb		3p		
Episode 17-08	9-Feb	5p			
Episode 17-08	10-Feb		1p		
Episode 18-08	10-Feb	3p			
Episode 18-08	10-Feb		5p		
Episode 19-08	16-Feb	1p			
Episode 19-08	16-Feb		3p		
Episode 20-08	16-Feb	5p			
Episode 20-08	17-Feb		1p		
Episode 21-08	17-Feb	3p			
Episode 21-08	17-Feb		5p		
Episode 22-08	23-Feb	1p			
Episode 22-08	23-Feb		3p		
Episode 23-08	23-Feb	5p			
Episode 23-08	24-Feb		1p		
Episode 24-08	24-Feb	3p			
Episode 24-08	24-Feb		5p		

Weather Plus University Episode Grid 2008

Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 25-08	1-Mar	1p			
Episode 25-08	1-Mar		3p		
Episode 26-08	1-Mar	5p			
Episode 26-08	2-Mar		1p		
Episode 27-08	2-Mar	3p			
Episode 27-08	2-Mar		5p		
Episode 28-08	8-Mar	1p			
Episode 28-08	8-Mar		3p		
Episode 29-08	8-Mar	5p			
Episode 29-08	9-Mar		1p		
Episode 30-08	9-Mar	3p			
Episode 30-08	9-Mar		5p		
Episode 31-08	15-Mar	1p			
Episode 31-08	15-Mar		3p		
Episode 32-08	15-Mar	5p			
Episode 32-08	16-Mar		1p		
Episode 33-08	16-Mar	3p			
Episode 33-08	16-Mar		5p		
Episode 34-08	22-Mar	1p			
Episode 34-08	22-Mar		3p		
Episode 35-08	22-Mar	5p			
Episode 35-08	23-Mar		1p		
Episode 36-08	23-Mar	3p			
Episode 36-08	23-Mar		5p		
Episode 37-08	29-Mar	1p			
Episode 37-08	29-Mar		3p		
Episode 38-08	29-Mar	5p			
Episode 38-08	30-Mar		1p		
Episode 39-08	30-Mar	3p			
Episode 39-08	30-Mar		5p		

"QUBO ON NBC" EDUCATIONAL OBJECTIVES

For 1st Quarter 2008

In compliance with the Children's Television regulations, the **QUBO Programming Block on NBC** features an on-air icon indicating that each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the regulations, the following document, which includes "educational and informational" objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO** programming block, is specifically designed to serve the "educational and informational" needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are six returning shows from last quarter.

All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience, delivered through an animated narrative format.

Based on Mordecai Richler's books, "**Jacob Two-Two**" is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age that he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.

Inspired by children's everyday life, "**Dragon**" is an animated show based on the book series of the same name by author and illustrator, Dav Pilkey. The show follows a little blue dragon as he faces everyday issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem-solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby.

"**My Friend Rabbit**" is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.

"**3-2-1 Penguins!**" features two children – Jason and Michelle – whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the

siblings that affects his/her relations with the other, and ends after the children have learned an important social-emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.

"VeggieTales" is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. The children's series features animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

Set in medieval times, **"Jane and the Dragon"** is an animated show that hails from Martin Baynton's best-selling book about a middle-class girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

For 2nd Quarter 2008

There are no new shows for the 2nd quarter 2008. All shows were developed specifically for a target audience composed of children 4-8 years of age. Four of the shows are book-based series. Each show contains an important social-emotional message for the target audience delivered through an animated narrative format.

1st Quarter 2008 Show Summaries:

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

DRAGON is a cheerful, lovable and curious blue dragon who lives in a colorful little house where all his friends and anyone else who needs comfort or advice are welcome. Every day, Dragon faces a new situation that needs to be solved, and he does it in his unique Dragon-like way. If he can't get it right the first time, he keeps trying until he does. With each story, we find a new way to learn simple life skills through Dragon and his friends, Cat, Ostrich, Beaver, Alligator, and Mail Mouse.

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles,

respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

VEGGIETALES is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. Narrated by animated veggies, Bob the Tomato and Larry the Cucumber, the show teaches life lessons through wit and humor. Each episode contains one or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories.

JANE AND THE DRAGON is a coming-of-age story about a middle-class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King's Guard. Accompanied by her best friend, a giant green dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

"CORE PROGRAMMING"

**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY
DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN 16 AND UNDER
(AGE TARGET 4-8)
JANUARY-MARCH 2008**

Airdate: 01/05/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE SURPRISE DISGUISE (TWO128)

Jacob is excited about "Go to Work with Dad Day," until it becomes apparent that there's nothing exciting about watching Morty try to write. Morty's efforts to start a new "Amazing Ronald" book are interrupted by a call reminding him of a scheduled book signing. When the actor hired to play "Amazing Ronald" doesn't show, Jacob is pressed into service. After inadvertently helping two crooks, Fish and Fowl, steal all the copies of Morty's new book, Jacob is taken into custody. He escapes and chases the crooks' truck to their hideout, where they plan to put their own names on all the books and reap the profits. The police arrive, only to be captured by the crooks. Jacob captures Fish and Fowl and frees the officers. Later, Jacob relates his adventure to Morty, who assumes it's a fictional story and uses it for the plot line of the next "Amazing Ronald" book. Jacob realizes that his dad's job is not so boring after all.

[Educational Message: Sometimes a job may look boring, but if you really find out about it, you'll discover any job has exciting moments.]

Airdate: 01/05/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S WAGON (DRA201)

Dragon gets a new wagon in the mail, but he must assemble it before using it. At first, he has trouble following instructions. When he realizes the directions were upside down, he is able to complete assembling his wagon. Dragon shows Cat his wagon and gives her a ride in it, but she tires of it very soon. So, he rides on it himself and uses it to get snacks from the kitchen. At night, Dragon sleeps with his wagon and uses it to get breakfast the next morning. Dragon decides to use the wagon to help his friends. Even though they don't need help, his friends ask Dragon to carry things for them to Ostrich's store. Now, Dragon has too many things to carry; but he figures out how to fit everything in the wagon and is able to use the wagon to help his friends, too.

[Educational Message: Assembling your own toy and finding ways to use it for yourself and to help others makes the toy very special, and also makes you feel good about being a helper.]

DRAGON INVENTION (DRA201)

When Dragon finds that everything in his home has been developed by an inventor, he decides he'd like to invent things, too. He isn't sure what to invent, because everything useful seems to already have been invented. He tries inventing a new word, but it doesn't mean anything, so there's no use for it. Dragon realizes that he needs to invent something that's useful and that everyone needs. He tries inventing things to help his friends, but they don't have any use for the things he creates. This makes him sad and in need of a hug. Dragon realizes that everyone needs hugs to feel better when they're sad. So, he invents a hugging booth where everyone can get a hug when they need it. All his friends come to the hugging booth for a hug. Dragon realizes he has finally invented something useful that everyone needs.

[Educational Message: If you want to invent something, you have to be sure that it hasn't been invented already, it's useful, and it's something everyone needs.]

Airdate: 01/05/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

NEST QUEST (MFR107)

The Gobble-Goose Girls' nest is destroyed by the big splash Thunder makes when he jumps into the pond. Thunder apologizes, but now they don't know where they'll sleep. They hop-think with Rabbit and Mouse about where they can sleep. Hazel and Rabbit offer their sleeping spaces, but neither sounds comfortable. Then, Rabbit suggests building a new nest with everything they want, so it's even better than their old one. Each Gobble-Goose Girl wants something different, so they decide to build their own nests exactly as they want. They pair up with a helper-friend and build their ideal nests. When they prepare to sleep in their nests, however, they realize what's missing—each other. Mouse suggests making pretend sisters and Thunder suggests sharing a nest, but neither suggestion seems practical. The Girls finally decide to join their nests to make a big one, so they're comfortable; but more importantly, they're together.

[Educational Message: Even when you create your own individual space for yourself, you can be together by sharing each other's company and allowing one another to do the things you like to do.]

BOUNCY BOG (MFR107)

Rabbit and Mouse are afraid they won't find their way back to the bouncy bog if they leave to get Thunder. After trying different ways to help them return to the bog, they decide to create an acorn trail with the acorns they find near a bush. Meanwhile, Hazel uses the Gobble-Goose Girls' word game method to recall where she stored her missing acorns. As she searches for the bush under which she placed her acorns, she stumbles upon the acorn trail and collects the acorns. When she runs into Rabbit, Mouse and Thunder, she realizes she picked the acorns from their trail and now they can't return to the bog. Everyone finally finds what they're looking for by thinking calmly and working together. Rabbit and Mouse find the bog through Thunder's help and Hazel discovers that the acorns Rabbit and Mouse found actually belong to her.

[Educational Message: Thinking calmly, working together with your friends, and using different methods of recalling what you've lost can help you find whatever you're missing.]

Airdate: 01/05/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

PRACTICAL HOAX (PEN206)

Jason and Midget play pranks on their friends, which nobody finds amusing. Michelle points out that pranks are hurtful, not funny, but Jason and Midget think nobody has a sense of humor. They realize how hurtful pranks can be when they substitute-teach a group of unruly students, led by Cavitus, who create trouble for them at the Federation Academy. After being humiliated by a series of pranks their students play on them, Jason and Midget realize they cannot make others laugh at the expense of embarrassing or upsetting someone. Finally, one student stands up for them and reminds the others that jokes are funny but not when they hurt people. The students apologize to Midget and Jason, and Cavitus' plan's thwarted. Back at the Comet Lounge, Jason apologizes to Michelle for playing pranks on her, understanding that what may be funny to one person may not be funny to another.

[Educational Message: Joking with your friends is very different from playing pranks on them, which are embarrassing or hurtful. You shouldn't try to make people laugh at the expense of other people's feelings.]

Airdate: 01/05/2008

Time:

Duration: 30:00

VEGGIETALES

ESTHER... THE GIRL WHO BECAME QUEEN (VEG204)

Bob and Larry get a letter from Elise who doesn't know how to stand up to bullies when she tries doing what's right. Bob helps Elise understand that she can find the strength to stand up, just like Esther, who faces her bullies when they try to hurt her people. Despite being unhappy with her new role as Queen, Esther enters the King's good graces after she and her cousin, Mordecai, save the King's life. The King's right-hand man, Haman, fears Mordecai may jeopardize Haman's position with the King. So, he tricks the King into signing a law that banishes Mordecai and his people from the kingdom. Esther feels she lacks the courage to stand up to the King, but when the time nears for her people to leave, Esther not only finds the courage to do what's right, she also stands up to the King and exposes Haman's plot.

[Educational Message: It takes courage to do what's right and stand up to those who are bigger than you; but you can find the strength you seek if you look deep inside yourself.]

Airdate: 01/05/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KNIGHT LIGHT (JAD203)

Jane discovers she's afraid of the dark and asks her friends to keep her secret from Gunther, so he doesn't use it against her. Jester advises Jane to face her fears, but nothing they try helps. Gunther ends up discovering Jane's secret and threatens to reveal it to the court. When Sir Ivan and Sir Theodore inform them of a test that requires them to find their way through a maze, Gunther asks them to do it at night so it's more challenging. Jane realizes that to pass the test, she must face her fears. Before their test, however, they learn that the princess is lost in the maze and there are wolves lurking nearby. When Gunther leaves her in the maze without a torch, Jane is forced to confront the dark. Jane rescues the princess and realizes that in doing so, she has also managed to overcome her fear.

[Educational Message: You cannot let your fears overcome you and prevent you from doing what you need to do. If you confront what makes you fear something, you'll find that it isn't so scary anymore.]

Airdate: 01/12/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE SUPER SPECIAL SKATES (TWO131)

Hockey season is starting, and all the kids want new skates endorsed by "Spineless" Spencer of the Montreal Marvels. Morty, however, can't stand the preening Spencer, and so refuses to get Jacob a pair. Instead, he gives Jacob some lessons in "old style" hockey, which was more concerned with heart than merchandising. He gives Jacob an old pair of skates autographed by his own boyhood hockey hero. Jacob is not impressed with the uncomfortable skates until he masters them and impresses his classmates with his new skills. Soon, all Jacob's classmates quit Spencer's skating school to take lessons from Morty. Threatened, Spencer unsuccessfully tries to get Jacob to switch to his brand of skates. Instead, Jacob challenges Spencer to a race. If Jacob loses, he must give up his skates; if Spencer loses, he must waive his no-trade clause with the Marvels. Despite Spencer's attempts to cheat, Jacob wins the race.

[Educational Message: It's not what you look like that counts, it's what you do with what you have that matters most.]

Airdate: 01/12/2008

Time:

Duration: 30:00

DRAGON

DRAGON RUNS THE STORE (DRA202)

Ostrich gets sick and asks Dragon to run her store. As she's leaving, Ostrich runs into a stack of hats and wishes she could sell them, so they're out of the way. Dragon wants to do a good job running the store. After Ostrich leaves, Dragon practices ringing up sales and looking for things. He ends up making a mess and has to clean it up. Dragon's first customer is Mail Mouse. After helping her, Dragon sweeps the store. When the hats get in his way again, Dragon decides to play with them instead. Alligator notices Dragon, performing with a hat and a broom, through the store window. He decides to buy a hat from Dragon; Beaver and Mail Mouse buy some hats, too. Dragon also buys one for himself. When Ostrich returns, she finds all the hats sold and realizes how well Dragon managed to run her store.

[Educational Message: When you help someone in need, you'll often find that it's not easy to do things the way that person wants. But you can still be effective doing things your own way, as long as the job gets done well.]

DRAGON HELPS BEAVER (DRA202)

While fixing Dragon's kitchen sink, Beaver hurts his finger. Dragon offers to take care of Beaver's list of chores while Beaver rests. Beaver agrees, but warns that if it gets too difficult,

he'll take over. Instead of instructing Dragon, Beaver complains about the noise Dragon makes in fixing the sink. Dragon suggests Beaver rest in the next room and tries fixing the sink himself. When he's done, Dragon decides to fix Alligator's bongos for Beaver. Beaver wakes up from his nap and notices that his finger is better, but he decides to continue sleeping. So, Dragon completes the rest of Beaver's chores for him. Beaver finally awakens to find that Dragon has completed all his chores, but they're not done properly and his friends aren't satisfied with the repairs. Realizing he should have done his own work in the first place, Beaver redoes his chores while Dragon rests.

[Educational Message: It's alright to rest when you're hurt and let your friends help you. But when you're better you should do your work yourself if you want it to be done right.]

Airdate: 01/12/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

FOLLOW THE LEADER (MFR102)

Rabbit invents a game called "Follow the Leader," in which he's the leader and Mouse is the follower. Mouse finds it difficult to keep up with Rabbit, so they try adjusting the game. When that doesn't work, they make Mouse the leader and the Gobble-Goose Girls join them. They run into Hazel who can't join them because she has to pick her acorns. So, they make Hazel the leader and follow her as she gathers acorns. Thunder joins them and he tries following them, but he's too big and heavy. So, they make Thunder the leader and do what he enjoys. When Thunder leads them into the water, they realize Hazel can't join them. Rabbit realizes they have to play a game that they can all enjoy. They all try leading, but they find nobody's following them. Finally, they decide to play hide and seek that everyone can enjoy, together.

[Educational Message: When you find it difficult to play together, try to think of a game that everyone enjoys. That way, you can be together and still have fun.]

CHASING RAINBOWS (MFR102)

Rabbit tries convincing Mouse to play in the rain, but Mouse doesn't like getting wet. At first, Rabbit suggests running between raindrops, but they still get wet. Hazel and the Gobble-Goose Girls join them, and together they try to make the rain stop. That doesn't work either, so Rabbit suggests thinking of a game they can play in the rain. They make music in the mud, but Mouse doesn't want to play in the mud. They chase worms, but Mouse thinks they're slimy. Finally, Thunder notices the rainbow and they try following it. In trying to chase the rainbow, Mouse starts to have fun despite the rain. They jump over puddles, find shiny objects that the rain has washed, and slide down wet slopes. Still, they can't get to the rainbow. The rain eventually stops and the rainbow disappears, but Mouse learns he can have fun even when it rains.

[Educational Message: You can have fun in almost any situation, even when it's raining. You just have to make an effort and find different things to do.]

Airdate: 01/12/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

THE GREEN-EYED MONSTERS (PEN202)

Michelle tries to switch rooms after finding that Jason's room is bigger than hers. When she complains to Sol, he explains that she's envious of Jason by comparing envy to a green-eyed monster. When Michelle tries switching their rooms, after Jason leaves the ship, she's confronted with an actual green-eyed monster. Meanwhile, Jason and Zidgel try convincing the sheep of Planet Picket that the grass is green on both sides of their fence. When they don't listen, they're also confronted by a green-eyed monster. While everyone tries stopping the monsters from eating everything, Michelle recalls Sol's analogy about envy. Realizing that the only way to get rid of them is to appreciate what she has and not be envious of others,

she asks the sheep to do the same. It's only when Michelle and the sheep appreciate what they have and stop feeling envious that the green-eyed monsters finally disappear.

[Educational Message: Envy is an unhealthy emotion. Instead of making yourself feel bad by wanting what others have, you should appreciate what you have and make the most of it.]

Airdate: 01/12/2008

Time:

Duration: 30:00

VEGGIETALES

LARRYBOY AND THE RUMOR WEED (VEG206)

Bob and Larry get a letter from Catherine who doesn't know what to do after a rumor she unwittingly started about her friend spreads everywhere. Bob helps Catherine understand the dangers of rumor-mongering through a story about Larryboy's butler, Alfred, who's also the victim of a false rumor. When Junior and Laura hear Alfred's comment about recharging his batteries, they conclude he's a robot and share the gossip with the rumor weed, which feeds off rumors. The more the rumor spreads, the more the weed grows in size and number. Larryboy and Alfred discover the root of the problem—a giant mother weed connected to the others and the rumor about Alfred—but are unable to destroy either. Junior's dad finally discovers the truth and makes Junior and Laura stop and clarify the rumor, saving Alfred and Bumblyburg from the rumor weeds.

[Educational Message: Spreading rumors can create a lot of unnecessary problems for everyone, so be careful when you repeat something you hear, because it may not be entirely true.]

Airdate: 01/12/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

STRAWBERRY FOOL (JAD204)

Seeing how pleased the princess feels after eating the strawberries Jane brings her, the King gives Jane the responsibility of keeping up the princess's morale while she's sick. After consulting her friends, Jane decides that a show might help the princess. While her friends prepare for the event, Jane searches for more strawberries with Dragon to replace the ones Prince Cuthbert stole from Pepper. Soon, everything starts to go awry. Jane can't get the strawberries, so Pepper makes turnips for the Princess instead. Dragon burns Rake's vegetable puppets. Then, Jester disappears after losing his nerve when he struggles with his routine. Determined to do her best for Princess Lavinia, Jane searches for Jester while the others try entertaining the royal family. Jane finally finds Jester in the woods and returns with him just in time. She also brings back more strawberries, which the princess enjoys along with the show.

[Educational Message: No matter how hard you try, sometimes things still don't go the way you planned. What matters is that you do your best and everything will work out the way it should, even if it's not perfect.]

Airdate: 01/19/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE QUIBBLING SIBLINGS (TWO136)

Right when Jacob is allowed to be a part of Kidpower, Noah and Emma (a.k.a. Intrepid Shapiro and Fearless O'Toole) get into a spat over a box of cereal. Jacob takes on a Kidpower mission, but botches it up after realizing that it's a team operation, not a solo act. Jacob tries to involve Kidpower in the mission using a secret message, but it doesn't work. So, he decides to decode the message through the secret decoder. Jacob finds an address where Fish and Fowl are bottling

nitroglycerin as water. Caught in their net, Jacob calls Noah for help and Emma joins him, but they begin arguing again and Jacob is forced to admit he ate their cereal. Upset at Jacob, Noah and Emma prepare to leave the scene, but when they see Fish and Fowl escaping, they join forces again and foil their plans. Thanks to Jacob, Kidpower is a team again.

[Educational Message: Very little can be accomplished when two people on a team start fighting. If you want to achieve a goal, you have to work together.]

Airdate: 01/19/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S CARROT (DRA203)

Dragon and his friends grow their own vegetables for a big dinner. Dragon buys a carrot seed from Ostrich's store so he can grow one, big carrot. He plants the seed, waters it, and waits for it to grow. While he waits, Dragon makes a scarecrow and a sign for his garden. He even wears a farmer's hat, tries protecting the carrot from bad weather, sings carrot songs, and attempts to trick carrot into believing it's a real farm. Dragon's friends take care of their vegetables in their own way, also. Soon, the vegetables are done growing and everyone prepares for the dinner. When Dragon pulls out his carrot, however, he finds it's not as big as he thought. He understands why he should have bought more seeds. Even if his carrot isn't very big, Dragon realizes that he's grown it himself; so he shares it with his friends.

[Educational Message: Growing your own vegetables requires hard work and patience.

They may not always grow the way you want, but you should be proud that you grew them yourself.]

DRAGON'S NEW DANCE (DRA203)

Alligator invites Dragon to a party at his house and asks him to bring something special. Dragon tries finding something special like a balloon or a yo-yo, but decides they aren't that unique. He thinks of everything he loves about parties, and realizes he loves the dancing best. Dragon decides he'll bring a special dance to the party. He rearranges his furniture to create space to practice. Then, he notices Cat licking her paws and uses that as a move for his new dance. He decides to take inspiration from his friends, too. So, he watches his friends in their everyday activities, and incorporates their moves into his dance. Dragon shows his friends the new dance at the party. When his friends recognize themselves in Dragon's dance, they notice Dragon forgot to add himself in the dance. They make up a move for Dragon and join in the special dance.

[Educational Message: Parties give you the chance to spend time with your friends and showcase a special talent. If you want to do something special, you can use your surroundings and your friends to get ideas for creating something unique and fun.]

Airdate: 01/19/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MOUSE'S MOSS (MFR103)

While Mouse prepares to nap with his cuddle moss, "Mossy," Rabbit and Thunder enjoy flipping things in the air. As he searches for things to flip, Thunder discovers Mouse's moss. After Rabbit and Thunder flip the moss over, Mouse comes looking for his "Mossy." When they can't find it, they think of different ways to locate it. They try retracing their steps to see where the moss has landed, but that doesn't work. Then, Thunder suggests replacing "Mossy" with something else, but Mouse can't find anything that resembles "Mossy." Hazel suggests that if Mouse works really hard, he'll get too tired and fall asleep without needing his cuddle toy. Mouse can't find anything to do, however. Unwilling to give up, Rabbit finally suggests flipping Mouse over, so he can spot the moss. When he's flipped in the air, Mouse spots "Mossy" on a tree and Hazel retrieves it for him.

[Educational Message: When you lose something, instead of giving up, you should try retracing your steps and thinking of different ways to search for it.]

THE SOUND OF SILENCE (MFR103)

Rabbit and Mouse spot Jasper silently waiting by the pond for a surprise. They decide to join him, but they're interrupted by noises from the forest. They follow the sounds to Hazel and ask her to practice standing in silence like Jasper. When Hazel stands quietly with them, she hears the sounds of nature, until they're interrupted by more noise. They follow the sounds to the Gobble-Goose Girls who practice standing silently with them, also. After some time, they all begin to hear sounds they've never heard before. Their silence is interrupted with Thunder's noisy dance by the waterfall. After failing to reach Thunder, Rabbit finally finds a way to interrupt Thunder's shower to get his attention. Once they've stopped all the outside noise, everyone joins Jasper by the pond to wait silently for the surprise, until they discover sounds and sights of nature they'd never noticed before.

[Educational Message: If you take a moment to be silent and still during your daily activities, you'll notice sights and sounds that you may not have paid attention to before.]

Airdate: 01/19/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMEDY OF ERRORS (PEN207)

Michelle asks Jason not to reveal her embarrassing secret when Jason finds her hiding behind a couch, singing a silly song to comfort herself after watching a scary movie. Though Jason doesn't understand the seriousness of not divulging someone's secret, he learns his lesson after his own embarrassing secret is revealed. After Sol allows Jason to fill in for the ventriloquist at the Comet Lounge, Jason's friends help him prepare his comedy act with funny jokes. Instead, Jason humiliates his friends by revealing their secret habits. His routine is successful at the expense of his friends' feelings, and he's asked to perform in a bigger act. Right before the performance, however, he's caught sucking his thumb. Embarrassed, he realizes how his friends must have felt. So, he decides to expose his own secret to everyone and apologize to his friends for sharing their private habits in public.

[Educational Message: When your friend tells you not to share something that's private and may be embarrassing, you should respect his/her feelings and privacy.]

Airdate: 01/19/2008

Time:

Duration: 30:00

VEGGIETALES

THE BALLAD OF LITTLE JOE (VEG201)

Larry and Bob receive a letter from John who won't accept his brother's apology or forgive him for being mean and breaking John's favorite toy. They help John by telling a story about Joe whose brothers were also mean to him. In their jealousy and meanness, Joe's brothers push him into a mine and sell him to bandits who take him to another town. The town fares better after Joe arrives and everyone likes him, but then he's framed and jailed for stealing. In jail, he interprets people's dreams. After interpreting the mayor's dream about a famine, Joe is pardoned and given an important position in town. The famine hits, but they're saved because of Joe. When Joe's brothers show up asking for food, Joe helps them but tests them to see if they've changed. They pass the test, and Joe accepts their apology and forgives them for wronging him.

[Educational Message: It's alright to be upset when someone's mean to you; but if the person apologizes, you should forgive him/her and accept the apology.]

Airdate: 01/19/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

GO WEST YOUNG GARDENER (JAD205)

After riding with Jane and Dragon over the kingdom, Rake realizes how small his garden is compared to the rest of the world. Pepper reminds him what his garden means to him, but Rake isn't satisfied. He gets his chance to leave his garden again, after Pepper tells him she needs new herbs and spices. Rake promises to return with something new and sets off with Jane and Dragon. While he explores the woods, Jane and Dragon fall asleep. Rake continues his search for new plants but ends up getting lost. In the process, he finds a new plant, but when he reaches for it, he gets stuck in a log. Jane and Dragon finally rescue him and carry him back to the kingdom. Although he kept his promise to Pepper and found her a new herb, Rake realizes he's happier being home where he's surrounded by everything he loves.

[Educational Message: Exploring the world is exciting because there's so much to see, but nothing compares to your own home where you're surrounded by everything you love.]

Airdate: 01/26/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE BOOKWORM BROUHAHA (TWO137)

Worried about maintaining his perfect record, Jacob rushes to get to the library on time. Impressed with his dedication, the librarians give him a chance to become one of them. When he reports for training, Jacob discovers that working in the library is not just about stacking books and checking due dates. Summoned to the mystery section, Jacob finds a secret compartment that is the Library Ninjas' secret quarters where they watch for people misusing library books. Jacob is trained and initiated to be a Library Ninja, and he vows to track down the "Bookworm" – the library's most wanted villain. Jacob pieces the clues together, but his investigation leads him to his own house and to his own library-loving father. The Library Ninjas trace Jacob's clues and they find that the Bookworm is actually Leo Louse, not Jacob's father. Jacob realizes that sometimes the clues can be a little misleading.

[Educational Message: When you try to solve a problem, clues are great. But, you still have to check every fact to avoid being misled and making the wrong assumptions. Checking your facts will lead you to the right answers.]

Airdate: 01/26/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SLEEPOVER (DRA204)

Dragon and Alligator expect to stay awake all night during their sleepover at Dragon's house, but things don't go as planned. First, they can't agree on what to eat. Then, they try to stay up as long as possible, but Dragon gets really sleepy at bedtime. Alligator thinks sleepovers are more fun if nobody sleeps during bedtime. So, he convinces Dragon to stay awake and repeat all their games. After awhile both of them get so tired that they fall asleep on the floor. When Cat accidentally wakes them up, they realize they need to sleep properly in their beds. Getting to bed takes longer than Dragon expects because Alligator takes so long in the bathroom. When they finally get to bed, they keep interrupting each other's sleep. Realizing he needs his sleep, Dragon finally decides to sleep in Alligator's hammock outside while Alligator sleeps in Dragon's bed inside.

[Educational Message: Sleepovers are meant to be fun, but it's also important to sleep during bedtime. Staying awake when you're sleepy will only make you more tired, and you will be very grumpy when you are awake.]

DRAGON GOES CAMPING (DRA204)

Dragon and Alligator prepare to go camping after Dragon reads about exploring the outdoors. Dragon helps Alligator pack what's necessary and they set out to find a camping spot. The first spot they find attracts too many birds and it gets very noisy. The next spot they find is too windy, and they have to hold on to everything so it doesn't blow away. The last spot they find is too cold and there's no food nearby. So, Dragon and Alligator decide to camp in Ostrich's store, which is warm and has access to food. Even though they're comfortable, Dragon realizes that camping isn't camping without the outdoors. They head back outside to find another spot and set up camp in Beaver's backyard; but they leave after Beaver asks them to be quieter. Their search finally leads them to Alligator's backyard, which turns out to be a perfect camping spot.

[Educational Message: The purpose of camping is to be outdoors with only what's necessary; but you don't have to be uncomfortable or go very far to find the perfect camping spot. Your own backyard might be the perfect place to camp.]

Airdate: 01/26/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S BIG SURPRISE (MFR104)

After completing all her chores, Hazel realizes there's nothing left for her to do. She's even stacked all the acorns, which is what she enjoys most. Seeing how sad Hazel looks, Rabbit, Mouse and Thunder think of ways to cheer her up. Rabbit suggests giving Hazel a surprise visit from all her friends at her "hiding hole." They invite all her friends and ask them to do something special for Hazel. When Hazel returns home, she's surprised by all her friends and appreciates all the different things they do for her; but she still can't forget about the acorns. It's only when everyone joins Thunder in his new dance and they end up knocking over the acorns from the tree that Hazel feels happy, again. Hazel's mood is lifted by her friends' combined efforts to make her feel better, and her friends feel happy to have helped Hazel.

[Educational Message: When you see your friend sad, you should make an effort to cheer him/her up. Sometimes, it may take a few tries and more than one person's efforts to help lift your friend's spirits.]

THE LAST LEAF (MFR104)

Rabbit invents a new toy called the "snow-snapper," that he and his friends can use in the snow; but it's not winter yet. When he finds one last leaf that still hasn't fallen off the tree, he presumes that's why winter hasn't arrived. Rabbit decides to make the leaf fall, so it can snow. He and Mouse try different ways of making the leaf fall, but nothing works. In the process, however, they find many other uses for Rabbit's snow-snapper. They finally ask Hazel to climb the tree and pick the leaf in exchange for helping her gather all her nuts with the snow-snapper. Just as Hazel prepares to pick the leaf off the tree, Jasper arrives and explains why picking the leaf won't make it snow. Rabbit suddenly realizes that they don't have to wait for winter to play with his snow-snapper because it has many other uses.

[Educational Message: Not every object needs to be used for only one purpose. If you think creatively, you may find there are many different ways to use the same object and it can serve many purposes.]

Airdate: 01/26/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

LAZY DAZE (PEN203)

Upset at Michelle for not loaning him money to buy what he wants, Jason complains about having to work. Following Jason's lead, Zidgel suggests they take the day off and picnic at Planet Rigel-13. On their way, they stop at Comet Lounge where Michelle tells Sol about Jason's

aversion to hard work. Sol advises them to watch the ants closely and see how diligently they work. Upon reaching Rigel-13, the Penguins and the cadets find it a mess. After Fidget and Michelle return to the ship for cleaning supplies, the others are attacked by giant ants. When Jason is confronted with the ants, he finally remembers Sol's words and understands that the ants are there to clean up the planet's mess because they are hard workers. He helps the ants clean up, apologizes to the Penguins for his laziness, and finishes all his chores when he returns home to Grandmum.

[Educational Message: Laziness is never rewarded, but hard work has many rewards. So, when you want something, you must work for it diligently and with a strong effort.]

Airdate: 01/26/2008

Time:

Duration: 30:00

VEGGIETALES

RACK, SHACK, AND BENNY (VEG202)

Bob and Larry receive a letter from Stacey who's afraid she'll lose her friendship if she doesn't give in to her friend's pressure to do something wrong. They help her by telling her the story of Rack, Shack and Benny who work at a chocolate factory. One day, their boss announces that they can eat as much chocolate as they want. The three friends control how much they eat after remembering their parents' advice about doing what's right, even if nobody else is doing it. When everyone but them gets sick, their boss rewards them with a promotion. Their loyalty is tested when he tells them to bow to a chocolate bunny and sing the bunny song. They refuse and are thrown into the furnace, but because they stand up for what's right against pressure, they're not burned. Their boss finally realizes he was wrong and apologizes for pressuring them.

[Educational Message: If you stand up for what's right and refuse to give in to the pressure of doing something wrong, even if it's out of loyalty to someone important to you, you will be rewarded for it.]

Airdate: 01/26/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S EGG (JAD206)

Jane and Dragon learn that the Merchant has imported a dragon's egg. While Jane remains skeptical about the egg's authenticity, Dragon wonders if it's real and whether it can provide a clue to his own beginnings. Despite her suspicions, Jane agrees to help him petition the King for the egg. When the King refuses, Dragon tries stealing the egg before Jane stops him, reminding him that stealing isn't the answer. Refusing to listen to Jane, Dragon exchanges his tooth for the Merchant's egg. Unable to reason with Dragon, Jane seeks the truth herself and discovers the similarity between the egg and the gravel from the quarry. After finding the egg's true origin, Jane reveals the truth to Dragon. When Dragon realizes that the Merchant's egg is just another rock from the quarry, he understands that Jane was right in looking out for him and trying to protect him from harm.

[Educational Message: When you see someone taking advantage of your friends, you should look out for them and protect them from doing something that might bring them hurt or harm.]

Airdate: 02/02/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO VS. THE HOODED FANG (TWO101)

Fed up with sharing a room with his brother, Noah, Jacob decides he wants his own room. Dad says he can have the attic if he can spend an entire night up there. Unfortunately, while watching wrestling on TV, Jacob gets freaked out by the bad-guy wrestler, the Hooded Fang, and is too

frightened to stay in the attic all night. When his Dad takes the kids to a wrestling match the next evening and Jacob finds himself face to face with the hulking Hooded Fang, he learns a valuable lesson about overcoming his fears. Back at home he is now able to brave an entire night in the attic, which makes it his new room.

[Educational Message: Facing your fears is the best way to beat them.]

Airdate: 02/02/2008

Time:

Duration: 30:00

DRAGON

CAT'S BLANKET (DRA205)

Dragon washes Cat's dirty blanket and dries it on the clothesline outside, even though it's windy. When he goes outside to retrieve the blanket, it's not there. Dragon searches for it everywhere and realizes it has blown away in the wind. Alligator helps Dragon by placing his favorite towel on the line and following it in the direction of the breeze, but they lose track of the towel. They find Beaver who says it's raining blankets and towels in his backyard, but Dragon and Alligator don't find anything there. Mail Mouse says she placed the blanket and towel in the garbage can, but they're not there either. Ostrich tells them that she hung them up to air and they blew away, again. When Dragon returns home, he finds his towel in the yard and Cat's blanket with Cat. He realizes it's better to dry wet things indoors on windy days.

[Educational Message: Drying wet garments on a clothesline outside is fine unless it's a windy day. On such days, it's better to dry your things indoors to prevent them from blowing away in the wind.]

CAT'S NEW TRICK (DRA205)

Dragon decides he'll teach Cat a new trick. He tries making her jump through a hoop, but it's too difficult for her. Then, he tries teaching Cat how to tap dance, but she isn't interested. So, he tries teaching her a new trick but forgets to add Cat in the trick, and Cat disappears. After finding her, Dragon tries teaching her how to subtract. He even tries to get her to bark like a dog, but she meows instead. At Beaver's suggestion, Dragon borrows Alligator's scooter and tries teaching Cat how to ride it. Cat doesn't seem ready for such an advanced trick. Just as he's about to give up, Dragon notices Cat meowing to the tune of Dragon's song. Dragon realizes that it's better to enjoy what Cat can do rather than teach her tricks. So, he sings while Cat meows along with him and Alligator plays his bongo.

[Educational Message: Teaching your pet a new trick is fun, but some animals don't perform tricks. For pets like cats, it's better to enjoy what they can do rather than trying to teach them what they can't do.]

Airdate: 02/02/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

BRANCHING OUT (MFR108)

A fallen tree obstructs Rabbit's entrance to his sleeping hole. Mouse helps him move it, but it's too big. The Gobble-Goose Girls try politely asking it to move, then tickling it; but nothing works. Hazel suggests they move the branch blocking the doorway instead of the tree itself. When that fails, they try chewing through it. They finally suggest Rabbit find a new sleeping spot and offer to share their space with him. Rabbit takes up his friends' offers, but is unable to find a comfortable spot to get a good night's sleep. When he returns to his sleeping hole the next morning, he realizes he can dig his way under the tree rather than move it. His friends help him dig a new entrance and a backup one. By working together, they create two new doorways for Rabbit and a sleeping space big enough for all of them.

[Educational Message: When you're faced with a difficult problem, the best way to solve it

is by working together with your friends, taking their advice and suggestions, and using their help.]

WILLOW POND WACKADOO (MFR 108)

Rabbit and his friends wish it would rain so the weather can cool down. To distract them, Jasper shares a story about the "Willow Pond wackadoo" who grants wishes when it's tapped. When the story ends, everyone feels hot again. They decide to confirm if the whackadoo is real and can grant their wish to cool down. They head to the pond where they hear a strange noise by the pond and see something that looks like the whackadoo. So, they hop-think of ways to tap it. They finally decide to trick it into coming out of the water by piling onto each other and pretending to be a whackadoo, too. When it comes out of the water, they discover the whackadoo is actually Edweena. As she showers them with her trunk to cool them off, they realize they were so occupied with the whackadoo, they forgot about the heat.

[Educational Message: Distracting yourself with different activities can help get your mind off a problem you can't solve immediately.]

Airdate: 02/02/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMPASSION CRASHIN' (PEN208)

Michelle's feeling down because she doesn't have anyone with whom to play. Grandmum asks Jason to show Michelle compassion, but he remains oblivious. When Michelle can't cheer up even after the Penguins throw her a party, Jason tells them he's supposed to demonstrate compassion. They try being more compassionate through the modifier. That doesn't work. Suddenly, the spaceship runs into an asteroid belt and crash-lands on a different planet. There, Michelle's abducted by some aliens who make her their queen. Jason and the Penguins are led to her eventually, but find her unwilling to leave because she enjoys the company of the girl-Lobes who explain what compassion means--listening and understanding what's bothering someone. Realizing he hasn't been very compassionate with Michelle, he asks her to share what's bothering her and promises to listen to her next time. Seeing how compassionate her friends are, Michelle finally agrees to return home.

[Educational Message: When someone's feeling down, you should show the person some compassion by listening to what's bothering them and treating them with understanding.]

Airdate: 02/02/2008

Time:

Duration: 30:00

VEGGIETALES

LARRYBOY AND THE FIB FROM OUTER SPACE (VEG203)

Olivia asks Bob and Larry what to do when she tells a lie after breaking her grandmother's cookie jar. Bob helps her understand the dangers of lying through Junior's story. Junior accidentally breaks his father's plate and lies about it after meeting a fib from outer space. When his father notices the broken plate, Junior blames it on Laura, and notices the fib has grown bigger. He lies again when he learns that Laura got into trouble, and blames it on Lenny, which makes the fib grow more. His friends confront him, so Junior blames it on space aliens. The fib grows so big that it seizes Junior and begins destroying Bumblyburg. Larryboy, who's been searching for the alien, tries rescuing Junior and stopping the fib, but nothing works. It's only after he tells the truth that the fib returns to his normal size and goes back to space.

[Educational Message: If you do something wrong, you need to be honest and face the consequences. When you lie about it, one lie turns into a web of lies, and you end up creating bigger problems than before.]

Airdate: 02/02/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KING'S KNIGHT (JAD207)

Jane finds a secret map of the catacombs hidden in the tapestry while cleaning it. She and Jester follow the map and discover King Caradoc's tomb, which places doubt on the current king's identity who has the same name. Jane and Jester try searching the royal archives but are unable to learn more. Caught in a moral dilemma during the oath ceremony, Jane decides she cannot pledge her allegiance to the King without verifying his identity. When she refuses to explain her reasons to the court, Jane is asked to leave the kingdom. Before she leaves, however, the King asks Jane to explain herself to him privately. After Jane discloses what she knows, the King reveals that he hid the map as a child to remember his dead brother whose name he later adopted and whose tomb Jane discovered. After learning the truth, Jane gives her oath to the King.

[Educational Message: Always verify your information and check your facts before committing yourself to something, so when you do commit you are sure that it's the right thing to do.]

Airdate: 02/09/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE DAILY CROWN (TWO105)

A new newspaper becomes an overnight success in Montreal, but Jacob is suspicious. The paper is poorly written gibberish, and yet all the grownups in town are subscribing to it and spending all their money on the useless products advertised in it. Jacob and Buford become paperboys to infiltrate the Daily Crown headquarters, coming face to face with its eccentric founder, Carl Fester King. Learning that the paper's ink does indeed contain a "brainwashing" chemical, Jacob uses King's own newspaper to reveal his con game to the entire city and everything returns to the way it was.

[Educational Message: If everyone you trust seems to change their normal behavior, you should definitely consider doing some problem-solving to find the explanation.]

Airdate: 02/09/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SURPRISE BIRTHDAY (DRA112)

It's Dragon's birthday and he decides to throw himself a surprise party. He makes a list of his friends and the things he needs for his party. Disguising himself, he goes to the store and closes his eyes as he buys himself things. Dragon tries to invite his friends to his party, but nobody is home. So, he celebrates his birthday on his own. He puts on a party hat, turns on some music, plays some party games, and eats all of his cake. Just as he is done opening all his gifts, Dragon hears a knock on the door, steps outside, but doesn't see anyone there. When he goes back inside, he sees that all his friends are there to throw a real surprise party just for him. Dragon realizes that his friends haven't forgotten his birthday.

[Educational Message: People may forget your birthday, but it doesn't mean they don't care about you. If they have a chance to be reminded, they will be happy to share good times on your birthday.]

DRAGON BE MY VALENTINE (DRA112)

It's Valentine's Day and Dragon bakes cookies for all his friends. The cookie smell follows him everywhere. Even his hands smell like cookie dough. Downstairs, Dragon places the cookies on the table and notices a small crumb lying next to the cookies. He decides to eat all the cookie

crumbs. Then, he notices that one of the cookies is lopsided, so he eats it, too. Soon, Dragon has finished off all the cookies. Later, Mail Mouse and Ostrich visit with a card and a singing telegram, and Dragon makes up a dance to go with Mail Mouse's song. Dragon returns his friends' good gestures by doing something nice to show them how special Valentine's Day is. **[Educational Message: When you don't have gifts to exchange, you can always do something nice for others to show them how special they are to you.]**

Airdate: 02/09/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

A GIFT AT LAST (MFR105)

When Rabbit and Mouse learn that it's Jasper's birthday, they decide to have a party for him and get him a special gift. They invite all their friends to the party and help them think of gift ideas. With their help, Hazel makes Jasper acorn mush with berries; Thunder makes Jasper a shade to use when he's fishing; and the Gobble-Goose Girls decide to do their dance for Jasper. After helping all their friends make their gifts, Rabbit and Mouse realize they're the only ones without a gift for Jasper. Hazel, Thunder and the Gobble-Goose Girls decide to help Rabbit and Mouse think of gift ideas just like they helped all of them. They finally realize that the party itself is Rabbit and Mouse's gift for Jasper. Mouse learns that even though it was difficult to think of gift ideas, the answer was right in front of them all along.

[Educational Message: Sometimes, a great idea for a gift is right in front of you, but you don't see it because it's not in a package or it's not a thing. This is the gift of friendship and showing that you really care a lot for those close to you.]

THE BIG TO DO (MFR105)

When Hazel realizes she can't get a rare nut for her nut collection because she's got too many chores, Rabbit offers to do them for her. Mouse and the Gobble-Goose Girls are disappointed when they can't go swimming, but they remember that friends help one another and agree to help Hazel. As they read Hazel's list of chores, they realize she's not there to tell them how to do them. They finally decide to think and act like Hazel to get her work done. They begin by pretending to be squirrels to find her walnuts, which makes the job more interesting. With every chore, Rabbit finds a creative and unique way for them to enjoy themselves, as well. By the time Hazel returns, Rabbit and his friends have completed all her chores and had fun doing them. Mouse realizes they can make any job fun, as long as they try.

[Educational Message: Chores are never fun to do, but if you use your creativity and some effort, you can find a way to make them interesting and have fun while you do them.]

Airdate: 02/09/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

MORE IS MORE (PEN204)

While Jason and Kevin overdose on comics and snacks, the others investigate the gravitational increase on Planet Gutt. Michelle visits the Chancellor with the others and finds him doing everything to excess, like everyone else there. Michelle and Zidgel also end up falling into the cycle of glut, after seeing how many video games they can play. Back on the ship, Jason gets sick from eating too much. He reads the ingredients on the snack box, discovers it contains too much gravitational sugar, and he recalls Sol's advice about the dangers of gluttony. He realizes that the planet's increased gravity is a result of its excess weight because everyone has been eating too much of everything. With the Penguins' help, Jason warns everyone to stop overeating. Once they learn to say "enough" when they're full, gravity is restored and the planet is saved from being sucked into the vortex.

[Educational Message: Excess of any kind is unhealthy and might be dangerous, even if it's something that's good for you. You should do everything in moderation.]

Airdate: 02/09/2008

Time:

Duration: 30:00

VEGGIETALES

ESTHER... THE GIRL WHO BECAME QUEEN (VEG204)

Bob and Larry get a letter from Elise who doesn't know how to stand up to bullies when she tries doing what's right. Bob helps Elise understand that she can find the strength to stand up, just like Esther, who faces her bullies when they try to hurt her people. Despite being unhappy with her new role as Queen, Esther enters the King's good graces after she and her cousin, Mordecai, save the King's life. The King's right-hand man, Haman, fears Mordecai may jeopardize Haman's position with the King. So, he tricks the King into signing a law that banishes Mordecai and his people from the kingdom. Esther feels she lacks the courage to stand up to the King, but when the time nears for her people to leave, Esther not only finds the courage to do what's right, she also stands up to the King and exposes Haman's plot.

[Educational Message: It takes courage to do what's right and stand up to those who are bigger than you; but you can find the strength you seek if you look deep inside yourself.]

Airdate: 02/09/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

FOR CRYING OUT LOUD (JAD208)

The knights are invited to join the royal hunt with the King. After seeing how scared the wild boar looks in his cage, Dragon asks Jane to stop the hunt. Jane reasons with Sir Theodore that the boar belongs in the wild, but to no avail. So, Jane and Dragon work together to prevent the others from finding the boar once it's released. Though they try to protect the boar, they realize how dangerous it is when it heads toward the open where the Queen is enjoying a picnic with her children. Jester distracts the boar with his hat until Jane and Dragon come to their rescue. After a brief confrontation, Dragon captures the boar under his paws. When the hunters reach the picnic in search of the boar, the children point them in a different direction. As the hunters leave, Jane and Dragon return the boar into the wild.

[Educational Message: It is better to leave wild animals in the wild because they are untamed and they can be very dangerous to people.]

Airdate: 02/16/2008

Time:

Duration: 30:00

JACOB TWO-TWO

THE MYSTERY OF MALTY MCGUFFIN (TWO106)

Jacob becomes obsessed with solving a real-life mystery – the location of a secret treasure--described in his Maltie McGuffin book. The only problem is that Jacob is being followed by library ninjas who are intent on getting the overdue book back. Jacob, Buford and Renee use their combined brainpower to decode the clues, solve the riddles, and find the location of the secret treasure, only to be scooped at the last minute by I.M. Greedyguts. Just when Jacob and his friends think it's all over, the library ninjas come to their rescue and take Greedyguts and the overdue book away, leaving them to enjoy the treasure – boxes and boxes of Maltie McGuffin cereal.

[Educational Message: Books can guide you through amazing adventures, which is one of the best reasons to spend time reading.]

Airdate: 02/16/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S BIG ITCH (DRA206)

Dragon's back begins to itch just as he's settling down to read his book. He tries rubbing his back against the wall and using different objects—a spoon, a tea towel, and a stick—to scratch his back. He even tries rubbing his back against a tree. When nothing cures his itch, Dragon asks his friends to help him scratch his back. His friends try to help him for as long as they can, but they can't cure his itch either. Realizing his friends can't help, Dragon returns home. Then, Ostrich visits Dragon with her magnifying glass to find the cause of the itch. She doesn't find anything, but when she trips over a cushion, the feather that escapes from it tickles Dragon's nose and makes him sneeze. Dragon gets so focused on the sneezing that he forgets about his itch, and the itch goes away on its own.

[Educational Message: Sometimes we can have a problem that is really bothersome, but it's possible that it will go away on its own if you can focus on something else.]

DRAGON GETS INTERRUPTED (DRA206)

Dragon wants to finish reading his book, but he keeps getting interrupted. First, Ostrich comes over to ask Dragon for help in deciding which superhero call she should use. Then, Beaver calls asking Dragon to help fix the back-scratching machine. When he returns home to his book, Dragon hears Mail Mouse calling him outside to help her remove sticky stamps from her paw. Afterwards, she comes over for something to drink, and so does Alligator. Then, Ostrich returns with another superhero call, Mail Mouse returns to thank Dragon for his help earlier, and Beaver calls for more help with his back-scratching machine. Realizing he'll never get to finish his book if he keeps getting interrupted, Dragon finally tells his friends the truth and invites them over to listen to him while he reads. This way, Dragon is able to give his friends company and finish his book, as well.

[Educational Message: While it's good to use your time to help others, you need to leave some time for yourself. If your friends don't realize they're taking you away from doing what you want to do, you should let them know politely but honestly.]

Airdate: 02/16/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MY NAME IS RABBIT (MFR109)

Rabbit thinks he has found a new friend with the same name when he calls out into the valley and hears a voice call back. When Mouse and Thunder accompany him to meet his new friend, also named Rabbit, they hear two new voices with the same names as them. They look for their friends everywhere but they can't find them. Hazel, the Gobble-Goose Girls and Edweena join them in their search, but end up meeting more new friends with the same names and voices. They try different ways of meeting their new friends until Mouse questions if they're just hearing their own voices bounce back. Rabbit suggests they try finding them by meeting them in the middle. Instead, they find Jasper who explains what they're actually hearing. Rabbit and his friends finally understand that what they're hearing is an echo, which is their own voices bouncing back to them.

[Educational Message: Sometimes, when you call out into an open space you hear an echo, which is your own voice bouncing back to you.]

BOGGED IN FOG (MFR 109)

Rabbit and Mouse can't see through the fog on their way to visit Jasper at the pond. So, they

decide to feel their way there. Using the grass to guide them, they head toward the pond and notice things they've never noticed before. The Gobble-Goose Girls join them and they use a vine to help them stay together. The grass ends across the creek, where they meet Hazel. She suggests sniffing their way to the pond. When the pollen in the air begins to make them sneeze, Rabbit suggests using their ears to guide them. They concentrate until they hear frogs croaking, and follow the sounds to the pond where Jasper awaits them with their surprise--the taste of new berries. Rabbit and his friends realize that even though they couldn't see where they were going, they could use their other senses to find their way to the pond.

[Educational Message: When we are unable to use one or more of our senses, we can rely on our other senses to find our way and understand our environment.]

Airdate: 02/16/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WIKI TIKI (PEN209)

Jason and Michelle race to get their chores done and make a mess because they do them in a rush. Grandmum advises them to take the time to listen and do it right, but Jason still doesn't understand. Jason learns his lesson after Captain Strap sends them on a mission to Planet Wiki Tiki to save it from erupting in a volcano. In a rush to return to the Comet Lounge for their special punch, the Penguins rush through solutions to save the planet and don't listen to King Wiki Tiki's instructions. When the volcano finally erupts, Zidgel realizes he should have listened to the King before rushing to solve the problem. He apologizes to the King and follows his instructions, taking the time to do it right this time. When they return home, Jason realizes how big of a mess he can create if he does things in haste.

[Educational Message: Rushing to do anything can create a bigger mess, because you haven't taken the time to do it right. You should pay attention and listen to instructions, then do your chores, so you get it right the first time.]

Airdate: 02/16/2008

Time:

Duration: 30:00

VEGGIETALES

LARRYBOY AND THE RUMOR WEED (VEG206)

Bob and Larry get a letter from Catherine who doesn't know what to do after a rumor she unwittingly started about her friend spreads everywhere. Bob helps Catherine understand the dangers of rumor-mongering through a story about Larryboy's butler, Alfred, who's also the victim of a false rumor. When Junior and Laura hear Alfred's comment about recharging his batteries, they conclude he's a robot and share the gossip with the rumor weed, which feeds off rumors. The more the rumor spreads, the more the weed grows in size and number. Larryboy and Alfred discover the root of the problem—a giant mother weed connected to the others and the rumor about Alfred—but are unable to destroy either. Junior's dad finally discovers the truth and makes Junior and Laura stop and clarify the rumor, saving Alfred and Bumblyburg from the rumor weeds.

[Educational Message: Spreading rumors can create a lot of unnecessary problems for everyone, so be careful when you repeat something you hear, because it may not be entirely true.]

Airdate: 02/16/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

THE LAST OF THE DRAGONSLAYERS (JAD209)

While cleaning Sir Theodore's swords, Jane discovers a sword identical to her own in his trunk. She asks Sir Theodore for an explanation, but he reprimands her instead. To confirm whether the markings indicate that the swords belonged to dragonslayers, Jane tests her sword on Dragon's finger. When the sword cuts him, they realize it's a dragonslayer sword. Dragon concludes that both swords are dragonslayer swords, which makes Sir Theodore a dragonslayer. Upset, Dragon retreats to his cave and Jane determines to find the truth. Before she can, however, she sees Sir Theodore heading toward Dragon's cave. Thinking he may harm Dragon, Jane follows him. Upon reaching the cave, she finds Sir Theodore in a confrontation with Dragon. She stands up to Sir Theodore in Dragon's defense; but when she learns that Sir Theodore just wants Dragon's forgiveness for his dragonslayer forefathers, Jane convinces Dragon to accept Sir Theodore's apology.

[Educational Message: When you see two friends in a disagreement, don't be afraid to defend what is right and help them make up and resolve their differences.]

Airdate: 02/23/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND SCHOLARS FOR DOLLARS (TWO108)

Jacob is tired of failing Ms. Sour Pickle's daily country capitals quiz, so he does a little detective work and figures out her system for picking the countries. As a result, he aces the quiz and becomes a hero to the entire student body. It all backfires, however, when he is chosen to be the geography expert on the school's "Scholars for Dollars" team. He's only got one night to memorize all the countries and capitals before the big competition, so he uses little tricks to memorize them. His team doesn't win the competition but everyone is really proud of his efforts and interested in the neat tricks he used to memorize and recall information.

[Educational Message: When you study and try your hardest, you will not only be proud of yourself, but others will also be proud of you, regardless of the outcome of your efforts.]

Airdate: 02/23/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S BIG DECISION (DRA207)

Ostrich tells Dragon to pick anything he likes from her store, but Dragon can't decide what to get. He tries selecting something he likes and can play with a lot, but he ends up getting too many things. Taking Ostrich's suggestion, Dragon takes his new toys home to test them out and decide which one he likes best. Playing with his new toys at home is even more confusing because there are too many choices. Alligator suggests picking a toy with many different uses or picking one randomly. Neither suggestion works, so Dragon decides to return all the toys to Ostrich's store. As he places the toys back into the box they came in, Dragon realizes that the box can be used in place of all the toys, so he can play with it a lot. He returns the toys to Ostrich and decides to keep the box instead.

[Educational Message: Making decisions is hard when there are too many choices. Sometimes the best way to decide is to try out all your choices and see which one is most useful for you.]

DRAGON'S GRUMPY PAL (DRA207)

Alligator's been in a bad mood since morning and he can't get rid of it, so he asks Dragon to help. Dragon tries cheering up Alligator by pointing out the happy things around him, playing games with him, doing silly things for him, and getting Alligator to do the things he enjoys doing normally. Nothing helps and Alligator can't snap out of his bad mood. As a last attempt, Dragon suggests switching places with one another, so Alligator can cheer up when he tries to help Dragon get in a better mood. That doesn't work either. Alligator finally realizes that he hasn't had any breakfast and he's been hungry all day. After having lunch with Dragon, Alligator feels much better. He realizes that he was in a bad mood because he was hungry. Once he's eaten something, Alligator finds himself in a good mood, again.

[Educational Message: When you're in a bad mood and nothing cheers you up, try to find out why you're feeling this way in the first place. Once you know what the problem is, you can fix it and get rid of your bad mood, too.]

Airdate: 02/23/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

SILLY PILLY (MFR106)

Rabbit discovers a caterpillar on his head that Mouse names Pilly. He tries to get Pilly safely off his head, but nothing works. Hazel suggests maybe Pilly thinks Rabbit's ear is a tree branch. They try tricking Pilly into leaving Rabbit's ear, but that doesn't work either. Jasper tells them that if they wait for Pilly to grow up, they'll get a surprise. All of Rabbit's friends decide to help him take care of Pilly. They make him a soft bed, tell him a bedtime story, and sing him a song. Rabbit finally falls asleep and when he wakes up, he realizes Pilly's not on his head anymore. Jasper sees them searching for Pilly, so he shows them the chrysalis where Pilly is sleeping. He tells them that when Pilly comes out, he'll have a surprise for everyone. When the chrysalis breaks, they see him emerge as a butterfly.

[Educational Message: We need to take care of living things because they should have a chance to be safe so they can grow. If you keep a caterpillar safe, it will create a chrysalis and then turn into a butterfly.]

MUDDY PUDDLE (MFR106)

Rabbit tries crossing the muddy river with Mouse, but he gets stuck. When they can't get out, Rabbit suggests making a mud-carrot. Seeing Rabbit and Mouse enjoy themselves, their other friends join them in the mud, but they also get stuck. They think of ways to get out, but nothing works. As they try different ways to get out of the mud, they end up having fun, as well. After all their ideas fail, they finally realize that Mouse is the only one who's not stuck in the mud. They find a way to get Mouse onshore to get help. While Mouse goes for help, the others splash around in the mud. Mouse returns with Edweena who uses a fallen tree trunk to get them out of the mud. Realizing how much fun they had, everyone joins Edweena in muddy water that's not so sticky.

[Educational Message: Even in difficult circumstances you can be resourceful, have fun, build on the ideas of others, and solve your problem.]

Airdate: 02/23/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIVE AND LET GIVE (PEN205)

Michelle refuses to share her cupcakes with Jason because she's upset with him. She learns her lesson when the Penguins are ordered to sort out a dispute between two warring groups on Planet Share-A-Like. On the planet, they learn that the Mingos and the Gnomes refuse to share the water

flowing through a pump given to them by a mysterious “metal man.” To aggravate matters, Cavitus—the metal man—turns the water off, and the Penguins are blamed and captured for it. Fidget finally turns on the water after the others escape, but Cavitus captures him. Seeing Fidget tied to the hose, which is about to blow and wipe everyone out, reminds Michelle of the fortune cookie’s advice about sharing. After apologizing to Jason for not sharing, Michelle works with him to stop the hose from exploding, and she helps the two factions make up by learning how to share.

[Educational Message: Sharing what you have with others, especially those who are less fortunate, prevents conflict and helps you maintain good relationships with each other.]

Airdate: 02/23/2008

Time:

Duration: 30:00

VEGGIETALES

SHEERLUCK HOLMES AND THE GOLDEN RULER (VEG101)

Sheerluck Holmes and Dr. Watson always use their combined powers of observation and forensic expertise to solve crimes, until they come upon the mystery of the Golden Ruler – an invaluable treasure in Buckingham Palace. Working together to solve the crime becomes difficult when Sheerluck keeps taking credit for the work of Dr. Watson. Tired of Sheerluck’s penchant to take credit where it’s not due, Dr. Watson walks away from their team, leaving Sheerluck to solve the puzzle on his own. It is only when Sheerluck finds someone else doing the same to him that he realizes what he has done to Dr. Watson. Sheerluck realizes the golden rule of being a more honest friend and Dr. Watson returns. Together, they solve the biggest crime in London and save their friendship in the process.

[Educational Message: Don’t take credit for something you haven’t done, especially with your friends, because you will jeopardize your friendship and lose your friend’s trust.]

Airdate: 02/23/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

THE OFFER (JAD210)

Dragon gets in the way of everything with his huge, hulking self. The castle staff finally admits to Jane that Dragon is quite a nuisance. Upset at her friends’ admission, Jane tells them that she and Dragon will leave to another kingdom that has made an offer inviting them to move there. Though Jester suspects that the kingdom and the offer are made up, the others fall for Jane’s story. While Jane is secretly convinced that her friends will beg her to stay back, her friends believe that she wants to leave with Dragon. Out of ideas, Jane and Dragon prepare to carry out their journey to the made-up kingdom. Dragon advises her to return back to everyone and confess that she made it all up, but Jane feels she cannot tell them that she lied. After the going-away party that her friends throw for her and Dragon, Jane sets off on Dragon for the made-up castle. But, when Gunther is accidentally buried under a pile of bricks they return to save him and Jane confesses that she lied.

[Educational Message: You cannot make up a lie to test your friends’ loyalty to you just because you are upset at them for admitting how they feel about something.]

Airdate: 03/01/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE BIG BAGEL BUNGLER (TWO110)

On Morty’s day to prepare brunch, he entrusts Jacob with the important job of “bagel-fetcher.” Jacob sets out with bus fare, a shopping list, and a 90-minute deadline, but nothing goes right. He

misses the bus, loses the list, and is intimidated by bullies. With help from Buford, Jacob reaches the bagel shop and fills the order, but on the way back, the bag of bagels ends up on the bumper of Ms. Sour Pickle's car, and the boys have to chase it down. Then Leo Louse gets hold of the bagels and takes them to Principal Greedyguts. The boys trick their way into the principal's house and distract him long enough to retrieve the bagels. With just five minutes to spare, the bullies show up and launch a snowball attack. Jacob distracts them with a magic trick and gets home just in time. Morty anoints him permanent bagel-fetcher.

[Educational Message: When you're given a responsibility to do something important, make sure you persevere against obstacles and complete the task.]

Airdate: 03/01/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S PHOTO ALBUM (DRA208)

Dragon notices that his photo album is empty, so he decides to take some pictures of his favorite things to place in the album. Taking pictures is not easy because Cat keeps getting in the way of Dragon's camera. After struggling to distract Cat away from the camera, Dragon realizes that capturing Cat playing is fun, too. He takes photos of Cat playing and pictures of other objects inside and outside his home. He even takes pictures of himself by photographing himself in parts and piecing the pictures together like a puzzle. He also takes several photos of his friends. The last photograph he takes is one with him and his friends together, after Mail Mouse teaches him how to use a tripod. Once he has taken pictures of all his favorite things, Dragon fills up his photo album with them.

[Educational Message: Photo albums are meant to be enjoyed and to remind you of your friends. The pictures don't have to be perfect, they just need to remind you of your favorite things, people you love, and memories you'd like to recall.]

DRAGON COLLECTS STAMPS (DRA208)

Just as Dragon decides to begin a stamp collection, he realizes there are no more letters in the mail. He sends letters to all his friends so he can collect the stamps from their replies when they write back. Instead, Dragon's friends come over or call to reply back. Dragon tries sending himself a letter, but he's unable to mail it to himself. Before he can get stamps for his letter, Mail Mouse puts it back in Dragon's mailbox without stamps, since the letter's addressed to Dragon himself. Dragon, then, decides to mail himself something big that requires lots of stamps. He buys stamps and jars of pickles from Ostrich, and Ostrich mails the box to Dragon. When Dragon gets his package the next day, he opens it up too quickly and accidentally rips up all his stamps. So, he decides to collect pickle jars instead.

[Educational Message: Collecting things, like stamps, as part of a hobby is interesting and fun; but, if it gets too difficult to do, you should try collecting something else that's easier.]

Airdate: 03/01/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STRANGE BEE-BHAVIOR (MFR110)

Mouse tries to tell his friends a story, but he's interrupted by Edweena and the swarm of bees that keep buzzing around her. No matter where they go, the bees follow Edweena. She finally sits away from them so her friends can hear Mouse's story, but her friends invite her back. They think of different ways to get the bees to stay quiet but nothing works. Mouse finally realizes he must think like a bee to understand why they bees won't leave Edweena. They eventually figure out that the bees are attracted to Edweena's flowery smell. They suggest she bathe to rid herself of the smell. When she does, the bees leave and Mouse is able to complete his story. Mouse realizes

that it's only when they started thinking differently about the reason for the bees' attraction to Edweena that they were able to get rid of them.

[Educational Message: Sometimes you have to look at things in a different way and think of the reason for a problem in order to solve it.]

THE FLIGHTY FLY (MFR 110)

Rabbit invents a "flighty fly," but Mouse can't fly it because he's too small and he keeps getting carried away with the wind. Not wanting to leave him out, Mouse's friends try different ways of keeping him on the ground. They cover him with honey, tie him to some grass, and then to a rock. Nothing works. The wind is too strong, the "flighty fly" is too big, and Mouse is too small. When the "flighty fly" flies away in the wind with Mouse, he realizes it's just as fun to ride on the device. So, Rabbit adds a stick to the "flighty fly" for Mouse to ride on. As he's riding in the sky, Mouse realizes that being small shouldn't prevent him from flying the "flighty fly" if there was one small enough for him. So, his friends make him a smaller one, which he can enjoy flying, too.

[Educational Message: Don't let your size and build stop you from doing the things you enjoy. You can always find a way to work around your problem and turn a disadvantage into an advantage.]

Airdate: 03/01/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

INVASION OF THE BODY SWAPPERS (PEN210)

Michelle feels unattractive, so Grandmum reassures her that what matters more is her personality and character. Unconvinced, Michelle seeks approval from the Penguins. She realizes that beauty on the inside is what counts most after she has to put appearances aside to save Kevin from Cavitus. When Fidgel accidentally switches Zidgel's and Kevin's bodies while testing the modifier, Zidgel is devastated. He has to give the keynote address at the Miso-Guapo Convention as their physically perfect spokesperson. They head to the convention where Michelle gets a makeover and Kevin takes Zidgel's place. Kevin ends up confusing everyone, including Cavitus who steals Miso-Guapo products and captures Kevin. Michelle seeks Mister Guapo's help to save Kevin, but he's more concerned with everyone's appearances. Michelle transforms herself back, convinces everyone that appearances don't matter if you don't do the right thing, and finally gets Mister Guapo's help to rescue Kevin.

[Educational Message: Looking good isn't nearly as important as being a good person and doing good things. It's your character and personality that are most important.]

Airdate: 03/01/2008

Time:

Duration: 30:00

VEGGIETALES

MINNESOTA CUKE AND THE SEARCH FOR SAMSON'S HAIRBRUSH (VEG102)

When Minnesota Cuke learns of the legendary hairbrush of Samson that promises special powers, he goes on a hunt to retrieve it, before Professor Rattan and the other bullies get to it. Minnesota realizes that once he gets his hands on the hairbrush he will have the powers to defeat Rattan. He goes on an adventure to seek the hairbrush and is led into an underground cave. He finds the legendary brush just as Professor Rattan gets there with a hostage. Minnesota is forced to choose between the hairbrush, which gives him the power to retaliate or to save his friend. He chooses his friend and learns that the hairbrush does not have any powers after all. The more powerful thing, he learns, is the ability to stop yourself from retaliating when you're dealing with a bully because it doesn't solve the problem. He decides to be nice to Professor Rattan and finds his former enemy willing to be reformed.

[Educational Message: No matter how much you are tempted, resist the urge to retaliate when someone bullies you. It is better to try and work things out with people than to use force.]

Airdate: 03/01/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

TESTS AND JESTS (JAD211)

Jane is preparing for a "damsel in distress" test as a step in her apprenticeship to become a knight. She is anxious about it and worries that she might not pass, despite encouragement from her friends. In the meantime, the little Prince Cuthbert is making Pepper, the castle cook, a nervous wreck by taking food from the kitchen, causing spills, and otherwise ordering her around with impunity. Jane wants to help Pepper and, in a moment of daring, proposes to the King that if she passes her test Cuthbert will have to work in the kitchen. If she fails she will renounce her knight's apprenticeship. After a little boost in encouragement from her friends, Jane aces the test, despite Cuthbert's efforts at sabotage. Jane proves that confidence is a big part of winning and the King sent his son to work without complaint in Pepper's kitchen.

[Educational Message: If you believe in yourself and practice, you can accomplish whatever you set out to do.]

Airdate: 03/08/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE MOULDY MENACE (TWO113)

Auntie Good-For-You arrives to baby-sit the kids. True to her name, she won't let them do anything that isn't good for them – no junk food, comics, Internet, or video games. Jacob can't even complete his science fair project because Auntie thinks it's unsanitary. Distracted at school, Jacob accidentally douses the Principal with Plaster-of-Paris and is sentenced to clean up toxic mould in the school basement. Some of it gets on his shoes, and Auntie throws them away. Jacob retrieves them and uses the mould for his science project. But, the stuff grows at an accelerated rate and develops an uncontrollable appetite. Despite how hard he tries to hide it, Auntie finally finds out. She teams up with Jacob to fight the mould, scaring it away with her horrendous bagpipe-playing. Jacob apologizes for the mess he caused and devises a new science project about the effects of bagpipes on household pests.

[Educational Message: When an adult tells you something is unsanitary and it's time to throw it away, do what you're told. Mould can grow really fast, so if you see it on your food or your clothes, make sure the mould is treated so it will be eliminated.]

Airdate: 03/08/2008

Time:

Duration: 30:00

DRAGON

CAT'S BIRTHDAY (DRA209)

Dragon wants to have a party for Cat's birthday. He asks his friends to help him with ideas for her party. Alligator suggests planning special "Cat things," like making up a "Cat song." Mail Mouse suggests making a fish cake for Cat—with sardines. Beaver thinks Cat would like a "Cat thingamabob." Ostrich thinks playing special "Cat games" would be fun. At home, Dragon wraps birthday presents for Cat. When Dragon's friends gather at his house for Cat's party, they sing a special birthday song for Cat, play some "Cat games," and bring out Cat's sardine cake. Cat doesn't seem interested in any of it. After the party is over, Cat finds a crumpled piece of

wrapping paper and spends all day playing with it. Dragon realizes Cat's having more fun playing by herself with the paper than she had at the party, which she didn't really need, after all.

[Educational Message: Pets don't need parties to enjoy their birthday. If you let them play in their own way with the things they like, they'll have much more fun on their birthday.]

DRAGON'S SONG (DRA209)

When Dragon sees how good he is at making up songs, he decides to put on a show for his friends. He puts up a sign to advertise his show, and practices his songs in different places to see where he sounds better. He decides that an outdoor performance will be best. Then, he sets up the seating arrangement, a ticket booth, and a stage. The rest of the day is spent practicing for the show. On show day, Dragon dresses up and greets his friends outside his home. When it's time to perform, however, Dragon forgets the words to all his songs. Just as he begins to get nervous, he notices his friends' familiar faces in the audience and feels comforted. As his confidence returns, Dragon starts to remember the words to his songs and is able to sing all the songs he has planned for the show.

[Educational Message: When you feel nervous about performing in front of an audience, try looking for familiar faces in the crowd. Seeing people you know can help you feel more confident and get rid of your nervousness so you can perform.]

Airdate: 03/08/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

NEST QUEST (MFR107)

BOUNCY BOG (MFR107)

Rabbit and Mouse are afraid they won't find their way back to the bouncy bog if they leave to get Thunder. After trying different ways to help them return to the bog, they decide to create an acorn trail with the acorns they find near a bush. Meanwhile, Hazel uses the Gobble-Goose Girls' word game method to recall where she stored her missing acorns. As she searches for the bush under which she placed her acorns, she stumbles upon the acorn trail and collects the acorns. When she runs into Rabbit, Mouse and Thunder, she realizes she picked the acorns from their trail and now they can't return to the bog. Everyone finally finds what they're looking for by thinking calmly and working together. Rabbit and Mouse find the bog through Thunder's help, and Hazel discovers that the acorns Rabbit and Mouse found actually belong to her.

[Educational Message: Thinking calmly, working together with your friends, and using different methods of recalling what you've lost can help you find whatever you're missing.]

Airdate: 03/08/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

PRACTICAL HOAX (PEN206)

Jason and Midgel play pranks on their friends, which nobody finds amusing. Michelle points out that pranks are hurtful, not funny, but Jason and Midgel think nobody has a sense of humor. They realize how hurtful pranks can be when they substitute-teach a group of unruly students, led by Cavitus, who create trouble for them at the Federation Academy. After being humiliated by a series of pranks their students play on them, Jason and Midgel realize they cannot make others laugh at the expense of embarrassing or upsetting someone. Finally, one student stands up for them and reminds the others that jokes are funny but not when they hurt people. The students apologize to Midgel and Jason, and Cavitus' plan's thwarted. Back at the Comet Lounge, Jason apologizes to Michelle for playing pranks on her, understanding that what may be funny to one person may not be funny to another.

[Educational Message: Joking with your friends is very different from playing pranks on them, which are embarrassing or hurtful. You shouldn't try to make people laugh at the expense of other people's feelings.]

Airdate: 03/08/2008

Time:

Duration: 30:00

VEGGIETALES

THE ASPARAGUS OF LA MANCHA (VEG103)

When a big, new restaurant opens across the street and threatens to take him out of business, Don Quixote decides he must do what he can to save his smaller, older restaurant. As he slowly loses his customers and his workers, Don begins to behave irrationally and tries to confront the competition in a futile attempt to take down the bigger restaurant. Just when he thinks he has lost everything, Poncho, his best friend and restaurant server, reminds him of what he does have – loyalty and friendship. Together, they put their energies into their friendship and saving the restaurant rather than fighting the competition. They are successful.

[Educational Message: Loyalty and friendship can get you through tough times.]

Airdate: 03/08/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

JESTER JUSTICE (JAD201)

Sir Ivan catches Jester imitating him in public and challenges him to a duel for dishonoring him. Jane pleads Jester's case to Sir Theodore and requests that Jester be excused for his jokes. Sir Theodore refuses in accordance with the Knight's Code of Conduct, which allows Sir Ivan to defend his honor. He also reminds Jane that she cannot amuse herself at someone else's expense. While Jane vows to prepare Jester for the duel, Jester tries to get out of it—until he learns that the Knight's Code allows him to choose his own weapon. Jester decides to keep this knowledge to himself and rebuffs Jane's efforts to help him. On the day of the duel, Jester surprises everyone by choosing "wit" as his weapon. Though he outwits Sir Ivan through clever poetry and riddles, Jester apologizes to Sir Ivan for dishonoring him and lets Sir Ivan win.

[Educational Message: You should never amuse yourself at someone else's expense. If you do, you should apologize to the one you've hurt with your jokes.]

Airdate: 03/15/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO'S TIME TRIALS (TWO115)

Jacob is eager for his big brother, Daniel, to teach him how to be cool. Unfortunately, as they're bonding over Daniel's prized possession, a never-played, vintage 45 record of The Beatles' "I Want to Hold Your Hand," Jacob accidentally breaks it. Though Daniel seems to blame himself and writes off the incident, he clearly loses interest in hanging out with Jacob. Despondent, Jacob distracts himself by building a machine from a blueprint Mr. Dinglebat gives him. It turns out to be a time machine, enabling Jacob to go back and try to save Daniel's record. He tries several times, but he's never able to prevent the record from being destroyed. In fact, he usually just makes things worse – Daniel is injured a few times, and the house is even demolished. Finally, Jacob makes one last trip back and simply apologizes to Daniel and accepts the consequences of his mistake.

[Educational Message: If you create an upset, give your explanation and say you're sorry before you try to do anything else to fix the problem. Usually, the more you cover up a problem or try to get things back to the way they were, the worse the situation becomes.]

Airdate: 03/15/2008

Time:

Duration: 30:00

DRAGON

DRAGON BORROWS A HAMMER (DRA210)

Dragon borrows Beaver's hammer to fix his stepladder, which he needs to reach the top of his cupboard where he thinks he's placed his badminton racket. Beaver reminds Dragon to return the hammer as soon as he's done. Worried that he'll forget to return Beaver's hammer, Dragon tries different ways to remind himself. He ties a string to his finger, then draws a picture of it, and draws another picture of an arrow pointing to the picture of his finger. The reminders help Dragon remember to return Beaver's hammer the next day, but he still feels he's forgotten something. He realizes he's forgotten to fix the stepladder. Not wanting to risk forgetting the hammer, Dragon asks Beaver to fix his stepladder for him. Dragon uses the stepladder to look for his racket on the cupboard, but finds that Ostrich had it all along because he forgot it at her house. **[Educational Message: If you borrow something from someone, make sure to return it back to the person. If you think you'll forget, find a way to remind yourself of it.]**

DRAGON SOLVES A MYSTERY (DRA210)

When Dragon notices footprints in his backyard, Beaver suggests that Dragon should try figuring out the mystery using clues like a detective does—using special detective tools. Dragon takes Beaver's advice and uses his broom to sweep up the leaves as he follows the footprints' trail. They lead him back to where he started, and he realizes the footprints are his own. Dragon decides to solve more mysteries. He first solves the mystery of Mail Mouse's heavy mailbag by figuring out that it's because of her heavy lunch pail. He suggests eating the lunch to lighten the load, so Mail Mouse shares her food with Dragon and finds that her mailbag is much lighter. Then, Dragon notices that Ostrich is missing from her store. Dragon solves the mystery by using the clues she's left behind and asking questions, which leads Dragon to Ostrich's home, where she's been all along.

[Educational Message: You can solve mysteries, like detectives, by searching for clues using tools that will help you in your search and by asking lots of questions.]

Airdate: 03/15/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S VOICE (MFR111)

When Hazel is unable to talk because of a sore throat, she uses charade-like gestures to communicate with Rabbit and Mouse. First, she asks Rabbit to find Edweena and Mouse to find the Gobble-Goose Girls for her. She then asks Edweena to sniff out chamomile flowers since she's got a stuffy nose and the Gobble-Goose Girls for some slippery elm tree bark. After seeing Hazel so tired after all the activity, Rabbit and Mouse search for an easier way for Hazel to communicate. Rabbit finds a hollow stick that she can blow into to make sounds. When Edweena and the Gobble-Goose Girls return, Hazel asks for one last thing--honey. After Rabbit returns with the honey, Hazel uses all the ingredients to create a salve for her throat. Even though she can't talk, Hazel finds different ways to communicate her needs to her friends and feel better through their help.

[Educational Message: If you lose your voice and can't talk, don't worry. There are other ways to communicate your needs to others and get the help you need to feel better.]

THE PERFECT ROCK (MFR111)

Thunder mistakenly picks up a heron's egg when he's searching for rocks and learns that it's not a rock but a bird's egg. Jasper asks Thunder and Edweena to care for the egg while he searches for its mother. Meanwhile, Rabbit and Mouse help Harriet Heron search for her missing egg by floating and following a

milkweed pod along the river to see where the egg went. With everyone busy searching, Thunder and Edweena keep the egg warm and safe by singing it a lullaby, having Edweena breathe on it, and building it a nest. Eventually, they decide to tuck it into Edweena's trunk for safety and warmth. Rabbit, Mouse and Harriet Heron finally run into Jasper who leads them to the egg. Seeing how well Thunder and Edweena have cared for her egg, Harriet Heron lets Thunder have the egg shells when it hatches and names her baby, Thundereena.

[Educational Message: If you see a baby animal in need of caring and you cannot find its mother, make sure it's warm and safe in order to protect it while you seek help.]

Airdate: 03/15/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIT ALONG LITTLE DOGGIES (PEN211)

When she catches them arguing, Grandmum reminds Michelle and Jason that they should speak nicely to each other even when the other person's being nasty. They continue arguing on their way to their mission with the Penguins to retrieve Wild Bill's cows from Gopher Gus and his gang. When they meet Wild Bill, they find him rude and mean, even when he's being helped. The kids remember Grandmum's advice and suggest speaking nicely to Wild Bill even if he's mean. Zidgel disagrees and argues with Wild Bill. Just then, Gopher Gus and his gang arrive and steal more cows. Finally, Kevin tells his friends that Wild Bill needs to be nicer. Defeated, Wild Bill confronts Gopher Gus and forces himself to speak nicely. Gopher Gus relents, returns the cows, and promises not to fight. The children return home realizing the importance of speaking kindly to others despite how they're treated.

[Educational Message: Fighting does not resolve anything. If you speak to others nicely and show kindness despite being treated badly, you'll see that the other person will reciprocate your niceness.]

Airdate: 03/15/2008

Time:

Duration: 30:00

VEGGIETALES

LYLE, THE KINDLY VIKING (VEG104)

While the other Vikings sail the seas pillaging and robbing other people, Lyle stays home making crafts and disappearing to unknown places. Olaf, the Viking leader, finally sends two envoys after him to see where he goes. The two Vikings find Lyle giving away his crafts and sharing his portion of the stolen goods with the monks that the Vikings have just robbed, but decide to keep it a secret. Just when Olaf finds out and confronts Lyle about his behavior, a storm hits and both their boats capsize. The Vikings see the rewards of Lyle's kindly behavior when the monks immediately rush to help Lyle, and later help the rest of the Vikings as well. They decide to follow in Lyle's footsteps and share rather than steal from others.

[Educational Message: Sharing is not only the right thing to do, but you will find others are willing to share with you, especially when you need their support.]

Airdate: 03/15/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

ALL FOOL'S DAY (JAD202)

After Dragon owns up to the pranks he's been playing, Jane suspects Jester is plotting something bigger for All Fool's Day. When Dragon asks Jane to help him play a good trick, Jane decides to plan something to outsmart Jester. Jane and Dragon pretend to figure out the symbols on the dragon stones. They tell everyone that a dragon migration is heading toward them. Jester is not

convinced. Dragon covers himself in berry juice and makes up a chant and dance to welcome the migration. Jane joins in and the others follow. After awhile, Jester discovers he's the only one doing the chant and dance, and seems to realize it's a harmless All Fool's Day joke. When Jane returns to her room later with Jester's juggling stones, she notices they form the pattern of his hat. Jane realizes that Jester made a fool of everyone by pretending to be fooled.

[Educational Message: There's nothing wrong with joking with people as long as everyone is included in the joke and nobody gets hurt.]

Airdate: 03/22/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE TAG TEAM TEMPEST (TWO119)

After Renee enlists Jacob for a wrestling grudge match against Noah and Emma, she's surprised to learn that wrestling is more than just trash talk. Worried, Jacob seeks pointers from his wrestler friend Gary, aka The Hooded Fang. Gary's so busy that Jacob suggests he take a vacation. When the kids later hear that Gary has instead scheduled a big-ticket match against The Masked Monarch – a wrestler promoted by crooked Carl Fester King – they ask Gary about it. They're shocked to find him accepting money from King to throw the fight. Jacob is crushed until he receives a postcard from Gary who's on vacation. Clearly, King has hired someone to impersonate him. Jacob and Rene send Mr. Dinglebat off to find Gary, and then sneak into the match, challenge the Masked Monarch, and expose him as King in disguise. When Gary arrives, he trounces both King and his hired imposter.

[Educational Message: When someone is trying to hurt another person by lying, have the courage to expose the liar and protect your friend's honor.]

Airdate: 03/22/2008

Time:

Duration: 30:00

DRAGON

DRAGON'S SPRING CELEBRATION (DRA211)

Dragon wakes up to find that it's stopped raining and it's not cold anymore. He realizes that winter has finally ended and it's springtime. Dragon goes outdoors with Cat to enjoy the warm weather and do some of the things he hasn't been able to do all winter. Alligator joins Dragon and they decide that the best way to enjoy the warm weather is to play all their games at once. This becomes too confusing, so they decide on playing one game at a time. Slowly, the rest of their friends join them. Dragon, Alligator, Mail Mouse, Beaver, and Ostrich enjoy their day by having sack races, playing hide and seek, flying kites, and playing catch together. Even though some of the games get confusing at times and some games become a little boring, Dragon realizes that it's not what you play but with whom you play that's more important.

[Educational Message: The most important thing about playing with your friends is that you are together. It's not what you play, but being able to play together that counts.]

THE BEST A DRAGON CAN BE (DRA211)

Dragon notices that all his friends are the best at something. Alligator is the best at playing the bongo. Ostrich is the best at being a superhero. Beaver is the best at making things. Mail Mouse is the best at solving problems. Dragon's good at a lot of things, but he wants to be the best at something unique, too. He tries being the best at walking backwards, blowing up a balloon, being quiet, stacking up pots and pans, picking up things, and wiggling. He decides he'll be the best "wiggler." So, he practices doing things while wiggling, then invites his friends over to watch him. Dragon's friends agree that he's a great "wiggler," but he's the best at making them laugh and being their best friend. Dragon realizes that even though it's fun to be the best "wiggler," it means much more to him to be the best friend.

[Educational Message: Being the best at something doesn't mean it has to be unique. Just be the best that you can be in whatever you do. Sometimes, it's more special to be a best friend to someone than to have a special skill.]

Airdate: 03/22/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

BRANCHING OUT (MFR108)

A fallen tree obstructs Rabbit's entrance to his sleeping hole. Mouse helps him move it, but it's too big. The Gobble-Goose Girls try politely asking it to move, then tickling it; but nothing works. Hazel suggests they move the branch blocking the doorway instead of the tree itself. When that fails, they try chewing through it. They finally suggest Rabbit find a new sleeping spot and offer to share their space with him. Rabbit takes up his friends' offers, but is unable to find a comfortable spot to get a good night's sleep. When he returns to his sleeping hole the next morning, he realizes he can dig his way under the tree rather than move it. His friends help him dig a new entrance and a backup one. By working together, they create two new doorways for Rabbit and a sleeping space big enough for all of them.

[Educational Message: When you're faced with a difficult problem, the best way to solve it is by working together with your friends, taking their advice and suggestions, and using their help.]

WILLOW POND WACKADOO (MFR 108)

Rabbit and his friends wish it would rain so the weather can cool down. To distract them, Jasper shares a story about the "Willow Pond wackadoo" who grants wishes when it's tapped. When the story ends everyone feels hot, again. They decide to confirm if the wackadoo is real and can grant their wish to cool down. They head to the pond where they hear a strange noise by the pond and see something that looks like the wackadoo. So, they hop-think of ways to tap it. They finally decide to trick it into coming out of the water by piling onto each other and pretending to be a wackadoo, too. When it comes out of the water, they discover the wackadoo is actually Edweena. As she showers them with her trunk to cool them off, they realize they were so occupied with the wackadoo, they forgot about the heat.

[Educational Message: Distracting yourself with different activities can help get your mind off a problem you can't solve immediately.]

Airdate: 03/22/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMEDY OF ERRORS (PEN207)

Michelle asks Jason not to reveal her embarrassing secret when Jason finds her hiding behind a couch, singing a silly song to comfort herself after watching a scary movie. Though Jason doesn't understand the seriousness of not divulging someone's secret, he learns his lesson after his own embarrassing secret is revealed. After Sol allows Jason to fill in for the ventriloquist at the Comet Lounge, Jason's friends help him prepare his comedy act with funny jokes. Instead, Jason humiliates his friends by revealing their secret habits. His routine is successful at the expense of his friends' feelings, and he's asked to perform in a bigger act. Right before the performance, however, he's caught sucking his thumb. Embarrassed, he realizes how his friends must have felt. So, he decides to expose his own secret to everyone and apologize to his friends for sharing their private habits in public.

[Educational Message: When your friend tells you not to share something that's private and may be embarrassing, you should respect his/her feelings and privacy.]

Airdate: 03/22/2008

Time:

Duration: 30:00

VEGGIETALES

DR. JIGGLE AND MR. SLY (VEG105)

Dr. Jiggle is a portly scientist-veggie with a lifelong dream of being able to dance. Despite taking dancing lessons, Dr. Jiggle feels unable to realize his dream because he thinks people will make fun of him if they see him dancing with his jiggling belly. Spurred by his intense desire to dance, Dr. Jiggle makes a potion that turns him into a slick, disco-dancing bean. Every night, Dr. Jiggle appears on the streets of his town as the mysterious dancer, Mr. Sly, who draws in the crowds with his white polyester suit, his boom box, and his cool disco moves. Intrigued, some of his neighboring friends decide to crack the mystery and follow Mr. Sly back to his home, where they discover that he is really Dr. Jiggle in disguise. Confronted, Dr. Jiggle confesses that he dreams of being a great dancer but is embarrassed about being overweight. He realizes that he needs to get over his fears and stop hiding his identity. People like his dancing no matter what his size.

[Educational Message: You don't have to be so ashamed of your physical appearance that you hide your talents from others. People should appreciate you for who you are as a person and have the opportunity to admire your abilities.]

Airdate: 03/22/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KNIGHT LIGHT (JAD203)

Jane discovers she's afraid of the dark and asks her friends to keep her secret from Gunther, so he doesn't use it against her. Jester advises Jane to face her fears, but nothing they try helps. Gunther ends up discovering Jane's secret and threatens to reveal it to the court. When Sir Ivan and Sir Theodore inform them of a test that requires them to find their way through a maze, Gunther asks them to do it at night so it's more challenging. Jane realizes that to pass the test, she must face her fears. Before their test, however, they learn that the princess is lost in the maze and there are wolves lurking nearby. When Gunther leaves her in the maze without a torch, Jane is forced to confront the dark. Jane rescues the princess and realizes that in doing so, she has also managed to overcome her fear.

[Educational Message: You cannot let your fears overcome you and prevent you from doing what you need to do. If you confront what makes you fear something, you'll find that it isn't so scary anymore.]

Airdate: 03/29/2008

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE FURRY FELON (TWO123)

It's Jacob's job to take out the trash, but he's constantly thwarted by "The Mangler," a raccoon who keeps raiding the garbage cans and creating a mess. After capturing Mangler in a cage trap, Jacob feels sorry for the animal and teams up with Buford to teach it how to survive in the wild without raiding garbage cans. Thinking they've succeeded, the boys set Mangler free. He soon returns, however, with a whole gang of raccoons that raid an entire grocery store. The police find the boys at the scene and assume they're the culprits. Seeing the boys in custody, Mangler and his gang commandeer the patrol car to rescue them. The boys make them stop the car, and the police capture the furry felons. Jacob is worried about Mangler's fate until he learns that Buford's Uncle Vern, an exterminator, is taking the raccoons to a nature preserve.

[Educational Message: If you see a wild animal, remember it cannot be your pet. So, don't let them in your house or try to play with them.]

Airdate: 03/29/2008

Time:

Duration: 30:00

DRAGON

DRAGON MINDS HIS MANNERS (DRA212)

Dragon doesn't mind his manners while eating the cabbage Mail Mouse presents to him. He doesn't wash his hands, eats too quickly with his mouth open, and doesn't excuse himself when he burps loudly. Mail Mouse offers to teach Dragon some manners, starting with saying "excuse me" when he burps. Back at Dragon's house, Mail Mouse teaches Dragon table manners before, during and after eating a meal. He also learns other manners like holding the door open for people and the proper etiquette when sneezing. After practicing his new manners, Dragon invites his friends over for dinner to show them how much he's learned. His friends seem to have worse manners than he does, so Dragon decides to teach them what he's learned from Mail Mouse. Dragon ends up mixing up his manners, but Mail Mouse is happy to see that Dragon is making the effort to mind his manners.

[Educational Message: Good manners can be difficult to learn at first, but you should make the effort to learn them as a courtesy to yourself and the people around you. It will help everyone enjoy each other's company more.]

DRAGON'S NEW GAME (DRA212)

No matter what games Dragon and Alligator play together, one of them always wins or loses. They decide to play a game that has no winning or losing, but every game they play ends up making one of them win or lose. Dragon and Alligator try modifying and removing some of the rules of the games to avoid winning and losing, but find that the games are not enjoyable anymore. Then they try removing all the rules, which makes the games even duller. Dragon finally realizes that games need rules to be fun and interesting. So, Dragon and Alligator invent a game called "Dralligator," which is a mixture of all their favorite games and has a lot of rules. They spend all day playing their challenging new game with their other friends without worrying about winning or losing, because they're too busy following all the rules.

[Educational Message: Games need rules to be interesting and enjoyable, even if there aren't any winners or losers. If you're bored with a game, try changing some of the rules to make it more challenging for you.]

Airdate: 03/29/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

THUNDER THE POET (MFR112)

Thunder makes up a poem about spring, but before he can share it with Rabbit and Mouse, he forgets it. Rabbit and Mouse help Thunder by making sure his "rememberer" isn't broken and by feeding him nuts, but that doesn't help. Then, they head to the meadow where Thunder made up his poem to help him retrace his steps. The visual clues help Thunder recall the beginning of his poem. Rabbit suggests adding a reminder in a memory-keeper to store them poem as he recalls every line. Thunder continues to use visual clues, then seeks Robin's help when he remembers she heard him recite his poem. To remember the poem's last line, Rabbit and Mouse help Thunder through the rhyming method. He finally remembers the entire poem, and uses all the ways that helped him refresh his memory to remember his poem and make up new ones.

[Educational Message: There are many different ways of refreshing your memory when you've forgotten important information, especially when you have your friends there to help you remember.]

THE STRAWBERRY PATCH (MFR 112)

Rabbit's search for strawberries is interrupted when Thunder reminds Rabbit of the promise he made to play a game with him. Seeing how much Rabbit wants the strawberries, Mouse decides to surprise Rabbit with them. While Rabbit tries to focus on playing instead of thinking about the strawberries, Mouse enlists Hazel's help for the task. From the treetop, Hazel spots a strawberry patch behind some thistle. As they start devising ways to get through the thistle, Mouse gets distracted by thoughts of what Rabbit would do instead. When nothing works, Mouse realizes he needs to focus on the problem instead of worrying about Rabbit. It works, and Mouse is able to pick the strawberries by sliding on a rope above the thistle. Mouse surprises Rabbit with the strawberries, and realizes that clearing his mind of distractions and concentrating on the task is what helped him figure out a solution.

[Educational Message: When you concentrate on your task and clear your mind of unnecessary distractions, you can find a solution for the problem.]

Airdate: 03/29/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WISE GUYS (PEN212)

Jason ignores Grandmum's advice to use a dimmer light for the lamp, saying he knows what he's doing. She reminds him to listen to her advice, because she has more experience. Jason doesn't understand until his mistakes almost cost him his future. On their way to solve a dispute on Planet Obstantinople, Jason discovers a broken time machine. He tries fixing it, ignoring Fidgel's advice and the instructions, and the machine sends them into the future. There, they meet their old selves whose advice they ignore while fixing their spaceship. It's only after all their attempts fail that they realize they should've listened to their older and more experienced selves. They take the old Penguins' advice, fix the spaceship and time machine, and return to their own time. Back home, Jason realizes the wisdom in listening to voices of experience and promises Grandmum he'll take her advice next time.

[Educational Message: Listen to your elders and pay attention to advice and instructions from those who know more, because they have more experience than you do and can help you solve problems that you can't solve yourself.]

Airdate: 03/29/2008

Time:

Duration: 30:00

VEGGIETALES

BULLY TROUBLE (VEG106)

Junior Asparagus is confronted by Gordon, a big bully at the playground, who scares him and his friends away. Upset at the thought of letting himself be harassed and unable to stand up for himself, Junior refuses to play with his friends or return to the playground. Alone in his backyard, he imagines himself as a hero who's not afraid of anyone and is brave enough to defend himself and others. But, when his friends ask him to return to the playground, Junior gets in more trouble by acting tough. After talking to his dad, he realizes that it probably is better to stand up to Gordon and face his fears rather than to always be afraid. Junior goes back to the playground and stands up to Gordon with his friends. Bored, now that Junior isn't afraid anymore, Gordon leaves the playground and Junior leaves his fears behind.

[Educational Message: The best way to handle your fears is to face them and be brave.]

Airdate: 03/29/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

STRAWBERRY FOOL (JAD204)

Seeing how pleased the princess feels after eating the strawberries Jane brings her, the King gives Jane the responsibility of keeping up the princess's morale while she's sick. After consulting her friends, Jane decides that a show might help the princess. While her friends prepare for the event, Jane searches for more strawberries with Dragon to replace the ones Prince Cuthbert stole from Pepper. Soon, everything starts to go awry. Jane can't get the strawberries, so Pepper makes turnips for the Princess instead. Dragon burns Rake's vegetable puppets. Then, Jester disappears after losing his nerve when he struggles with his routine. Determined to do her best for Princess Lavinia, Jane searches for Jester while the others try entertaining the royal family. Jane finally finds Jester in the woods and returns with him just in time. She also brings back more strawberries, which the princess enjoys along with the show.

[Educational Message: No matter how hard you try, sometimes things still don't go the way you planned. What matters is that you do your best and everything will work out the way it should, even if it's not perfect.]

**OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES,
AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND
INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER**

January-March 2008

**THERE WAS NO OTHER PROGRAMMING FOR 1ST QUARTER 2008 THAT
CONTRIBUTED, AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE
EDUCATION AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.**

NETWORK PUBLIC SERVICE SCHEDULE, JANUARY 2008
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT ID.</u>	<u>LENGTH</u>
1/01	The Biggest Loser	TMYK/Self-Esteem	ZNBC6138	:10
1/02	Deal or No Deal	TMYK/Global Warming	ZNBC6112	:10
1/05	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6127	:10
1/05	Dragon	TMYK/Internet Safety	ZNBC6113	:10
1/05	My Friend Rabbit	TMYK/Environment	ZNBC6150	:10
1/05	3-2-1 Penguins!	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
1/05	Veggie Tales	TMYK/Self-Esteem	ZNBC6138	:10
1/05	Jane and the Dragon	TMYK/Internet Safety	ZNBC6113	:10
1/08	The Biggest Loser	TMYK/Self-Esteem	ZNBC6102	:10
1/09	Deal or No Deal	TMYK/Environment	ZNBC6110	:10
1/12	Jacob Two - Two	TMYK/Internet Safety	ZNBC6113	:10
1/12	Dragon	TMYK/Environment	ZNBC6150	:10
1/12	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6138	:10
1/12	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6127	:10
1/12	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
1/12	Jane and the Dragon	TMYK/Environment	ZNBC6150	:10
1/13	Dateline	TMYK/Global Warming	ZNBC6112	:10
1/18	1 vs 100	TMYK/Global Warming	ZNBC6112	:10
1/19	Jacob Two - Two	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
1/19	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
1/19	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6102	:10
1/19	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC6113	:10
1/19	Veggie Tales	TMYK/Environment	ZNBC6150	:10
1/19	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6138	:10
1/22	The Biggest Loser	TMYK/Self-Esteem	ZNBC6102	:10
1/23	Deal or No Deal	TMYK/Environment	ZNBC6110	:10
1/26	Jacob Two - Two	TMYK/Internet Safety	ZNBC6113	:10
1/26	Dragon	TMYK/Environment	ZNBC6150	:10

1/26	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6138	:10
1/26	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6127	:10
1/26	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
1/26	Jane and the Dragon	TMYK/Environment	ZNBC6150	:10
1/26	NBC Sports/Skating	TMYK/Self-Esteem	ZNBC6138	:10
1/27	NBC Sports/Skating	TMYK/Self-Esteem	ZNBC6102	:10
1/29	The Biggest Loser	TMYK/Self-Esteem	ZNBC6127	:10

NETWORK PUBLIC SERVICE SCHEDULE, FEBRUARY 2008
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
2/02	Jacob Two - Two	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
2/02	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
2/02	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6102	:10
2/02	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC6113	:10
2/02	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	Veggie Tales	TMYK/Environment	ZNBC6150	:10
2/02	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6138	:10
2/02	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/02	NBC Sports/Figure Skating	TMYK/Nutrition and Physical Activity	ZNBC7118	:10
2/02	NBC Sport/Millrose Games	TMYK/Nutrition and Physical Activity	ZNBC7118	:10
2/09	Jacob Two - Two	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
2/09	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
2/09	Dragon	TMYK/Self-Esteem	ZNBC6149	:10
2/09	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/09	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6127	:10
2/09	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
2/09	3-2-1 Penguins!	TMYK/Internet Safety	ZNBC6113	:10
2/09	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
2/09	Veggie Tales	TMYK/Environment	ZNBC6150	:10
2/09	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
2/09	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6102	:10
2/09	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/16	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6127	:10
2/16	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10

2/16	Dragon	TMYK/Internet Safety	ZNBC6113	:10
2/16	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/16	My Friend Rabbit	TMYK/Environment	ZNBC6150	:10
2/16	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
2/16	3-2-1 Penguins!	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
2/16	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
2/16	Veggie Tales	TMYK/Self-Esteem	ZNBC6138	:10
2/16	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
2/16	Jane and the Dragon	TMYK/Internet Safety	ZNBC6113	:10
2/16	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6138	:10
2/23	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	Dragon	TMYK/Internet Safety	ZNBC6113	:10
2/23	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	My Friend Rabbit	TMYK/Self-Esteem	ZNBC6127	:10
2/23	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	3-2-1 Penguins!	TMYK/Environment	ZNBC6150	:10
2/23	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
2/23	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	Jane and the Dragon	TMYK/Self-Esteem	ZNBC6102	:10
2/23	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
2/23	Knight Rider	TMYK/Global Warming	ZNBC6112	:10

NETWORK PUBLIC SERVICE SCHEDULE, MARCH 2008
(PSAs Targeted to Children 16 and Under)

<u>DATE</u>	<u>PROGRAM</u>	<u>ORGANIZATION</u>	<u>SPOT I.D.</u>	<u>LENGTH</u>
3/01	Jacob Two - Two	TMYK/Self-Esteem	ZNBC6149	:10
3/01	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	Dragon	TMYK/Environment	ZNBC6150	:10
3/01	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	My Friend Rabbit	TMYK/Internet Safety	ZNBC6113	:10
3/01	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	3-2-1 Penguins!	TMYK/Self-Esteem	ZNBC6102	:10
3/01	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	Veggie Tales	TMYK/Self-Esteem	ZNBC6127	:10
3/01	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	Jane and the Dragon	TMYK/Nutrition and Physical Activity	ZNBC6146	:10
3/01	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/01	Law & Order: CI 8PM	TMYK/Diversity	ZNBC7110	:10
3/04	The Biggest Loser	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/05	Law & Order CI 8PM	TMYK/Environment	ZNBC7115	:10
3/07	Dateline	TMYK/Environment	ZNBC7109	:10
3/08	Jacob Two - Two	TMYK/Reading	ZNBC7113	:10
3/08	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
3/08	Dragon	TMYK/Environment	ZNBC7109	:10
3/08	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/08	My Friend Rabbit	TMYK/Internet Safety	ZNBC7124	:10
3/08	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
3/08	3-2-1 Penguins!	TMYK/Environment	ZNBC7114	:10
3/08	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
3/08	Veggie Tales	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/08	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
3/08	Jane and the Dragon	TMYK/Violence Prevention	ZNBC7103	:10
3/08	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10

3/08	Law & Order: CI 8PM	TMYK/Environment	ZNBC7108	:10
3/09	Outrageous Moments	TMYK/Diversity	ZNBC7110	:10
3/11	The Biggest Loser	TMYK/Reading	ZNBC7113	:10
3/15	Jacob Two - Two	TMYK/Environment	ZNBC7126	:10
3/15	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
3/15	Dragon	TMYK/Diversity	ZNBC7138	:10
3/15	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/15	My Friend Rabbit	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/15	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
3/15	3-2-1 Penguins!	TMYK/Environment	ZNBC7115	:10
3/15	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
3/15	Veggie Tales	TMYK/Internet Safety	ZNBC7124	:10
3/15	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
3/15	Jane and the Dragon	TMYK/Reading	ZNBC7113	:10
3/15	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/18	The Biggest Loser	TMYK/Environment	ZNBC7133	:10
3/22	Jacob Two - Two	TMYK/Diversity	ZNBC7138	:10
3/22	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
3/22	Dragon	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/22	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/22	My Friend Rabbit	TMYK/Environment	ZNBC7137	:10
3/22	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
3/22	3-2-1 Penguins!	TMYK/Reading	ZNBC7113	:10
3/22	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
3/22	Veggie Tales	TMYK/Violence Prevention	ZNBC7103	:10
3/22	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
3/22	Jane and the Dragon	TMYK/Environment	ZNBC7115	:10
3/22	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/23	Dateline	TMYK/Environment	ZNBC7108	:10
3/25	The Biggest Loser	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/28	Dateline	TMYK/Internet Safety	ZNBC7127	:10
3/29	Jacob Two - Two	TMYK/Reading	ZNBC7113	:10

3/29	Jacob Two - Two	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	Dragon	TMYK/Environment	ZNBC7109	:10
3/29	Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	My Friend Rabbit	TMYK/Diversity	ZNBC7110	:10
3/29	My Friend Rabbit	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	3-2-1 Penguins!	TMYK/Environment	ZNBC7133	:10
3/29	3-2-1 Penguins!	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	Veggie Tales	TMYK/Internet Safety	ZNBC7124	:10
3/29	Veggie Tales	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	Jane and the Dragon	TMYK/Nutrition and Physical Activity	ZNBC7102	:10
3/29	Jane and the Dragon	Ad Council/Small Step/NFL	XNPI252920	:10
3/29	Law & Order: CI 8PM	TMYK/Environment	ZNBC7108	:10

NBC NETWORK NON-BROADCAST EFFORTS

January – March 2008

THE MORE YOU KNOW WEBSITE

"The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

Campaign Detail Schedule from 01/01/2008 to 03/31/2008

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	01/04/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:09PM
FRI	P	01/04/2008	09:00PM	NBC	FRIDAY NIGHT	010G831QUB110	QUBO	Promo	09:37PM
FRI	P	01/11/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:11PM
FRI	P	01/11/2008	09:00PM	NBC	FRIDAY NIGHT	010G831QUB110	QUBO	Promo	09:06PM
FRI	P	01/18/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:11PM
FRI	P	01/18/2008	09:00PM	NBC	FRIDAY NIGHT	010G831QUB110	QUBO	Promo	09:07PM
FRI	P	01/25/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:49PM
FRI	P	02/01/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:18PM
FRI	P	02/08/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:16PM
FRI	P	02/08/2008	09:00PM	NBC	FRIDAY NIGHT	010G831QUB110	QUBO	Promo	09:16PM
FRI	P	02/15/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:06PM
FRI	P	02/15/2008	09:00PM	NBC	LAS VEGAS	010G831QUB110	QUBO	Promo	09:10PM
FRI	P	02/22/2008	08:00PM	NBC	1 VS 100	010G831QUB110	QUBO	Promo	08:20PM
FRI	P	02/22/2008	09:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	09:20PM
FRI	P	02/29/2008	08:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	08:51PM
FRI	P	02/29/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110	QUBO	Promo	09:40PM
FRI	P	03/07/2008	08:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	08:20PM
FRI	P	03/07/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110	QUBO	Promo	09:24PM
FRI	P	03/14/2008	08:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	08:26PM
FRI	P	03/21/2008	08:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	08:22PM
FRI	P	03/21/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110	QUBO	Promo	09:33PM
FRI	P	03/28/2008	08:00PM	NBC	AMNESIA	010G831QUB110	QUBO	Promo	08:14PM
FRI	P	03/28/2008	09:00PM	NBC	DATELINE NBC	010G831QUB110	QUBO	Promo	09:26PM
Count:							23.00		

NON-COMMERCIAL INTERSTITIALS AIRED BETWEEN JANUARY 1-MARCH 31, 2008

No Non-Commercial Interstitials were aired in this period.